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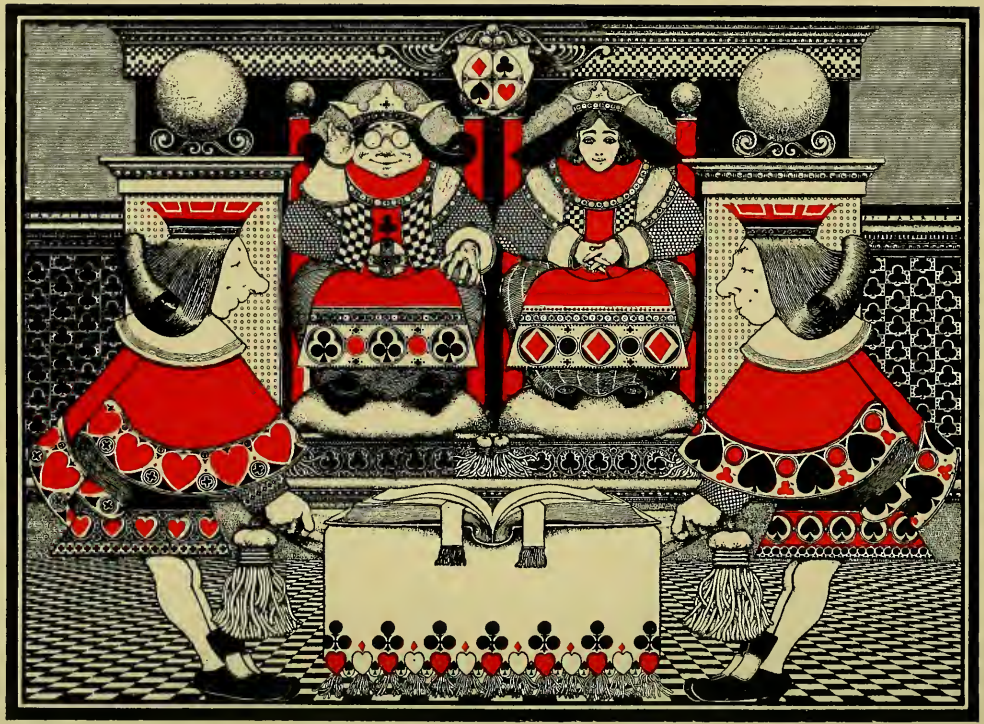
THE

WHIST REFERENCE BOOK



THE

WHIST REFERENCE BOOK

. . . . . *Wherein Information is presented Concerning the* NOBLE GAME *in all its Aspects, after the Manner of* . . . . . .

"YE ROYALL RECEPCIOUN."

REPRODUCED FROM THE ORIGINAL PICTURE BY MAXFIELD PARRISH, DESIGNED EXPRESSLY FOR THIS WORK.

CYCLOPEDIA, DICTIONARY, AND

Ye King and Quene with plesaunce looke
Uppon ye grete Whiste Ref'rence Booke.
"Now, wyffe," quoth he "let all ye playeres
We meet in bataile say their prayeres!"
Whereat ye solemn Knaves bowe low;
And quoth ye Quene, "Aye, truly so!"

(*Chaucer Redivivus.*)

WILLIAM MILL BUTLER

ILLUSTRATED

PHILADELPHIA . . . PRINTED AND PUBLISHED BY THE JOHN C. YORSTON PUBLISHING COMPANY. . MDCCCXCIX.

"YE ROYALL RECEIPTOUN."

REPRODUCED FROM THE ORIGINAL PICTURE BY MAX HELD
PAINTED ESPECIALLY FOR THIS WORK.

Ye King and Queene wolde pleasaunce have
Upon ye feaste day of ye Holie Rode;
"Nowe, roaste," quoth he "at all ye plaice
Ye moste in haste ay their presence."

Ande quoth ye Queene, "Aye, truly so
Wherefore ye solemn Feaste bone Ione;

(Thanks to Heatherbee.)

THE

WHIST REFERENCE BOOK

. . . . . *Wherein Information is presented Concerning the NOBLE GAME, in all its Aspects, after the Manner of* . . . . . .

. . A . .

CYCLOPEDIA, DICTIONARY, AND DIGEST

ALL COMBINED IN ONE

BY

WILLIAM MILL BUTLER

ILLUSTRATED

PHILADELPHIA: . . PRINTED AND PUBLISHED BY THE JOHN C. YORSTON PUBLISHING COMPANY. . MDCCCXCIX.

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DEDICATION

To the American Whist League, the Woman's Whist League, and all other Organizations which inculcate the play of Whist for its own sake, this book is respectfully dedicated by

THE AUTHOR.

ACCEPTANCE

In December, 1897, a communication was addressed to the presidents of the American Whist League and Woman's Whist League, in substance as follows:

"In tracing the history, rise, and progress of whist in America, I have been strongly impressed with the great work already accomplished by the American Whist League. The recently organized Woman's Whist League seems to me another powerful force whose good influence must soon be felt wherever whist is played. The future of the game rests with these two noble organizations. If they remain loyal to the principles enunciated at the first congress of American whist-players in 1891, whist, in this country at least, will ever remain an elevating and intellectual recreation, as well as a powerful aid in mental training. The

women especially have it in their power to maintain its purity and attractiveness. To them we look to keep it, as it now is, a game for the home circle, an educating influence, as well as an amusement.

"In view of these facts, it would give me much pleasure to dedicate my forthcoming work, 'The Whist Reference Book,' to the two Leagues. Permit me to ask you, as the presidents of your respective organizations, whether such dedication would be pleasing and acceptable?"

The answers received are herewith reproduced by permission:

Philadelphia, Pa., December 7.

MR. WILLIAM MILL BUTLER,

Dear Sir:

Allow me, in behalf of the Woman's Whist League, to thank you for the proffered dedication of your magnificent work. It is a very great compliment, and appreciated and accepted in the spirit in which it is offered. Every woman connected with our organization will heartily agree with the sentiments expressed concerning the game. Again thanking you cordially for the courtesy, and wishing you every possible success, I am,

Very truly yours,

EMMA D. ANDREWS,
President Woman's Whist League.

1119 Spruce Street.

American Whist League,
Office of the President,
Detroit, Mich., December 22.

MR. WILLIAM MILL BUTLER,

Dear Sir:

It becomes my duty and very great pleasure to acknowledge, on behalf of the American Whist League, the great compliment paid the League in having dedicated to it your splendid work. I take your kindly act as recognition of the success of the League in purifying and popularizing, as a means of education and as an intellectual pastime, the noblest of indoor games. Having developed, since the organization of the League, from a mere game into a science, it is to be hoped that whist, as it is a great discipliner of minds as well as a true test of mental skill, may soon be universally recognized as the most popular American game. As an instrument to this end I am sure your work will be welcomed by every lover of whist.

Yours sincerely,

HENRY A. MANDELL,
President American Whist League.

Lord Folkestone.

From the family portrait in possession of the Countess of Radnor; now published for the first time. He was the first to encourage the systematic study of whist.

PREFACE

If whist is indeed a science and an art, as well as an elevating recreation and amusement, it is but proper that, in addition to its many excellent text-books and treatises, it should have a general work of reference such as the present volume aims to be.

No other game which the ingenuity of man has ever devised has been as fortunate in attracting the attention of those amply qualified to set forth its merits. Many of the brightest intellects of the present age have devoted their best efforts to its elucidation, beginning with the time, more than a century and a half ago, when Folkestone and Hoyle first brought it forth from obscurity. Philosophers, statesmen, and warriors have vied with one another in improving it. Scholars whose attainments have also won for them enduring fame in other pursuits; scientists whose discoveries are recognized as adding to the sum of human knowledge; astronomers whose studies of the starry universe have interested millions of readers; mathematicians whose master minds have found pleasure in solving the most difficult problems—all these, and many others of worth and ability, are found upon the long and luminous roll of whist authors.

That whist is a game of infinite variety is demonstrated by the numerous theories and modes of play advocated by those who have written upon its technical side. So universal is the interest felt in it that these theories and modes of play have greatly increased rather than diminished of late years, and

to-day the whist-player who wishes to be thoroughly grounded in its history and practice finds himself confronted by a bewildering array of authorities and isms, such as might well dishearten all but the most courageous.

The necessity for some method whereby order may be brought out of chaos is obvious; and we believe this can best be accomplished by means of a well-arranged and thoroughly impartial description and review of everything relating to the game. It is not our purpose, therefore, to add to it any new theory or hobby, but rather to so indicate those things which are already in existence that the earnest student may inform himself concerning them, and, by using his individual judgment, as well as the judgment of others, accept that which is good, and reject that which is of no permanent value.

In order to make the gathered information easily accessible, the articles are arranged in alphabetical order, and supplemented by an exhaustive index of cross-references. Every authority, from Hoyle down to the present day, is quoted, and the quotations will all be found of great value and benefit, especially in matters upon which there exists a difference of opinion. In order to enable the reader to estimate at its full value every statement made, the school to which each authority quoted belongs is plainly indicated by means of a system of abbreviations, enclosed in brackets, printed after each name.

The task of digesting and arranging in orderly form the accumulated knowledge of centuries, as well as the information concerning multitudinous changes and improvements of recent years, has been a fascinating, if somewhat prolonged and arduous, one. We have endeavored to treat everything upon

its merits, and to be absolutely fair to every school and every individual. We have deemed it our duty to mirror whist in all its vigor and sometimes overflowing exuberance. It is whist with all its glories as well as imperfections—whist as it exists, and not as we or any other individual might wish to see it in narrower confines. The book necessarily contains some things which we may not personally favor; some views with which we may not personally agree; some methods of play which we may not personally endorse; but in each and every instance where there are grounds for a difference of opinion, where usage is not general, or where a thing is roundly condemned by one side or the other, we have tried to present the weight of authority, both for and against, in order that the reader may be in a position to examine and decide for himself. The only liberty we have taken is to speak freely on all matters affecting the morals and good repute of the game.

There can be no doubt that the evolution of whist has brought with it a higher type of play in America than the world has ever known before. Its chief distinguishing feature is the abolition of stakes—no money consideration of any kind being found necessary to lend interest to the game. The credit for this great advance is very largely due to the American Whist League, which, at its organization in 1891, adopted the seven-point game, eliminated the count of honors and the preponderance of luck from the play, and above all adopted the splendid motto of, "Whist for Its Own Sake." The efforts of the League to promote higher ideals, and maintain the purity and integrity of the game, are nobly seconded by the Woman's Whist League, a more recent organization, which is the out-

come of the immense activity of the fair sex in whist matters in this country. That activity, inspired by the modern scientific game, and by the instructions of a host of faithful and devoted whist teachers, is constantly growing, and cannot but have a great and beneficial effect, so that with woman and the home, as well as man and the club, behind it, whist may soon, as Dr. Pole puts it, "assume the position of a great social element which Herbert Spencer must reckon with in his principles of sociology."

Much has been said about the conflict which has been for some years going on between the advocates of the long and short-suit games, and between the advocates and opponents of American leads and other conventional signals. We believe that all fears that these differences of opinion may prove injurious to whist may be dismissed as groundless. The splendid vitality of the game has withstood all the rivalries and antagonisms of the past, and will, we are confident, survive those of the future. The sturdy oak laughs at the storms which bend its boughs, and finds them beneficial in the development of still greater strength. Whatever is best in whist will survive, and whatever is worthless will succumb to the force of honest criticism. The final result must be, and will be, still better whist.

In presenting the "Whist Reference Book" for the approval of the whist world, we beg to extend our warmest acknowledgments to the host of correspondents, both in this and foreign countries, who so liberally seconded our efforts to obtain correct and authentic information for its pages. Among those whose personal co-operation and unfailing courtesy was especially helpful, we cannot forbear mentioning Henry Jones

("Cavendish"), N. B. Trist, General A. W. Drayson, Dr. William Pole, R. F. Foster, C. D. P. Hamilton, Cassius M. Paine, Milton C. Work, John T. Mitchell, Eugene S. Elliott, Matthias Boyce ("Mogul"), Charles Mossop, P. J. Tormey, E. C. Howell, Judge George L. Bunn, C. R. Keiley, W. H. Whitfeld, W. S. Fenollosa, Charles M. Clay, and Charles S. Boutcher. Also, among the ladies, Miss Kate Wheelock, Mrs. T. H. Andrews, Mrs. Henry E. Wallace, Mrs. M. S. Jenks, and Mrs. Elizabeth Wager-Smith.

Among the many portraits of whist notabilities with which the volume is embellished we have the pleasure of giving that of Lord Folkestone, who was the first to recognize the merits of whist and actively promote its study and improvement. For the likeness, now published for the first time, our acknowledgments are due to the Countess of Radnor, who kindly placed it at our disposal. All efforts to obtain portraits of Hoyle, Payne, Mathews, or Deschapelles proved unavailing.

Should there be found, despite the care which has been exercised in its preparation, any serious errors or omissions in this book, we shall at all times be pleased to hear from those in possession of the facts, in order that the proper correction may be made in subsequent editions. In this way, with the active co-operation and support of the lovers of whist, wherever found, it is hoped that there may be maintained, as long as the king of card games endures, a standard work in which any and every reasonable question concerning whist, its history, science, practice, laws, and usages may be found intelligently answered.

PHILADELPHIA WHIST CLUB,
October, 1898

LIST OF ILLUSTRATIONS

"YE ROYALL RECEPCIOUN" (*Printed in Colors*) . . . . . Frontispiece

Ye King and Quene with plesaunce looke
Uppon ye grete Whiste Ref'rence Booke.
"Now, wyffe," quoth he, "let all ye playeres
We meet in bataile say their prayeres!"
Whereat ye solemn Knaves bowe low;
And quoth ye Quene, "Aye, truly so!"
(*Chaucer Redivivus.*)

Reproduced from the original picture by Maxfield Parrish, designed expressly for this work.

PORTRAIT OF LORD FOLKESTONE . . . . . Facing Preface

He was the first to encourage the systematic study of whist, in 1728. From the family portrait in possession of the Countess of Radnor; now published for the first time.

MODERN MASTERS OF WHIST . . . . . Facing page 44

Portraits of "Cavendish," James Clay, William Pole, A. W. Drayson, and Richard A. Proctor.

LEADERS OF THE "CAVENDISH" SCHOOL IN AMERICA, Facing page 88

Portraits of Nicholas Browse Trist, Fisher Ames, C. D. P. Hamilton, Charles E. Coffin, and Cassius M. Paine.

OPPONENTS OF THE "CAVENDISH" SCHOOL . . . . . Facing page 132

Portraits of R. F. Foster, "Mogul," Charles Mossop, "Pembridge," and E. C. Howell.

PRESIDENTS OF THE AMERICAN WHIST LEAGUE . . Facing page 176

Portraits of Eugene S. Elliott, John M. Walton, Theodore Schwarz, Walter H. Barney, and H. A. Mandell.

TEACHERS OF WHIST . . . . . Facing page 220

Portraits of Miss Kate Wheelock, Mrs. M. S. Jenks, Miss Bessie E. Allen, Mrs. S. C. H. Buell, and Miss Gertrude E. Clapp.

WHIST ANALYSTS . . . . . Facing page 264

Portraits of W. H. Whitfeld, John H. Briggs, George L. Bunn, Charles M. Clay, and Bond Stow.

TEACHERS OF WHIST . . . . . Facing page 308

Portraits of Mrs. T. H. Andrews, Mrs. Lillian C. Noel, Mrs. William Henry Newbold, Mrs. George de Benneville Keim, and Miss Frances S. Dallam.

ADVOCATES OF AMERICAN LEADS WITH MODIFICATIONS . . . . . Facing page 352

Portraits of Milton C. Work, George W. Pettes, John T. Mitchell, Charles S. Street, and P. J. Tormey.

WOMEN WHO WRITE ABOUT WHIST . . . . . Facing page 396

Portraits of Mrs. Henry E. Wallace, Mrs. Mary d'Invilliers Levick, Mrs. Elizabeth Wager-Smith, Mrs. F. H. Atwater, and Miss Annie Blanche Shelby.

TEACHERS OF WHIST . . . . . Facing page 440

Portraits of William S. Fenollosa, Elwood T. Baker, Charles R. Keiley, F. E. Otis, and George E. Duggan.

THE FAMOUS HAMILTON TEAM . . . . . Facing page 484

Milton C. Work, Gustavus Remak, Jr., E. A. Ballard, and Frank P. Mogridge, winners of the first A. W. L. Challenge Trophy, for which they scored twenty victories, being thus entitled to its permanent possession.

THE CHAMPIONS OF 1897 . . . . . Facing page 528

Joseph S. Neff, E. Stanley Hart, Leoni Melick, W. T. G. Bristol, and T. A. Whelan, who acted as substitute during the illness of one of the players. This team, from the Philadelphia Whist Club, won the Hamilton Trophy at Put-in-Bay, in thirteen matches, without suffering a single defeat.

KEY TO ABBREVIATIONS

USED AFTER THE NAMES OF QUOTED AUTHORITIES

Indicating at a glance the school of whist or style of game followed and advocated by each.

L. A.—Advocates of the long-suit game and American leads.

L. A+—Long-suit advocates and players who are friendly to American leads, or who employ them to some extent.

L+A.—Adherents of the long-suit game, in the main, who are liberally inclined toward short-suit play, and who employ American leads.

L+A+—Advocates of the fundamental long-suit game who have liberal views concerning the use of short-suit play in emergencies, and who are friendly to American leads.

L. A. H.—Long-suit advocates and players who employ American leads with Hamilton modifications.

L. A. P.—Long-suit advocates employing American leads with Pettes' modifications.

L. O.—Long-suit advocates and players who employ old leads.

L. O+—Long-suit players and advocates who employ old leads, but are liberally inclined toward the modern scientific game.

L+O.—Advocates of the long-suit game who make a liberal use also of short-suit tactics, and who employ old leads.

O.—Players and advocates of the old leads as practiced by Hoyle and his immediate successors.

S. H.—Advocates of the short-suit game who follow the Howell system.

S. O.—Advocates of the short-suit, or "common-sense," game who employ old leads.

S+O.—Short-suit advocates who are liberally inclined toward the long-suit game, but employ old leads.

The Whist Reference Book.

Abandoned Hand.—A hand at whist, or so much of it as remains unplayed, thrown face upward upon the table by a player or players, for any reason.

If all four players throw their cards on the table, face upwards, no further play of that hand is permitted. The result of the hand as then claimed or admitted, is established, provided that, if a revoke is discovered, the revoke penalty attaches. —*Laws of Whist* (*American Code*), *Sec. 27.*

If all four players throw their cards on the table, face upwards, the hands are abandoned; and no one can again take up their cards. Should this general exhibition show that the game might have been saved or won, neither claim can be entertained unless a revoke be established. The revoking players are then liable to the following penalties: they cannot, under any circumstances, win the game by the result of that hand, and the adversaries may add three to their score, or deduct three from that of the revoking players. —*Laws of Whist* (*English Code*), *Sec. 59.*

A–B, Y–Z.—The commonly accepted manner of indicating the players or hands at the whist table is by means of the letters A–B, Y–Z, the former two being partners against the latter two. The letters A–B, C–D, have also been used to some extent in the past, among others by James Clay and G. W. Pettes. They are now used to designate the challengers at duplicate whist, when two teams of four each play against each other, the home club, or holders, being designated as W–X, Y–Z.

Among several other writers on straight whist, "Aquarius" used the letters A–C, B–D to represent the four players at a table. In other instances the figures 1–2, 3–4 have been employed. In the *Westminster Papers* the editor used A–B, X–Z, although his correspondents employed other formulas as well. In his recent work on "Short-Suit Whist," E.C. Howell adopts North–South, East–West, the terms generally used to indicate the positions of the players at duplicate whist. The great preponderance of usage, however, is in favor of A–B, Y–Z, which is nearly always used in periodicals and in the daily press when recording whist-play, and also in most of the late text-books. It is used in the works of "Cavendish," Pole, Drayson, Proctor, Foster, "Pembridge," and many others, although in some instances the same author makes use of more than one kind of notation. The main objection to the N–S, E–W notation is, that explanatory notes are required to give the positions of the dealer and the lead, and without these the hand is unintelligible.

A is the first hand, or leader, and B is his partner, or third hand; Y is the second hand and partner of Z, who is the fourth hand and dealer in the opening play. There is a growing custom among writers on whist to speak of the first hand as A, the second hand as Y, the third hand as B, and the fourth hand as Z, without any qualification or explanation, the terms being regarded as synonymous.

Ace.—A card containing one pip or spot. In whist the ace is the highest card in rank or value, except in the matter of cutting, when it is lowest. It is one of the four honors counted in the English game.

The ace is led more frequently than any other high card except the king. Under the old leads system

it is led from ace and four or more others without the king; and from ace, queen, and jack, with or without others.

Under the system of American leads, ace is led from any suit of five or more which does not contain both king and queen; and from any combination which contains both queen and jack, but does not include the king. Here are the leads in detail in which the ace figures:

From ace, king, jack, and two or more others, lead ace followed by king.

From ace, king, and three or more others, lead ace followed by king. (In trumps, lead fourth best, unless holding seven.)

From ace, queen, jack, and two or more others, lead ace followed by jack.

From ace, queen, jack, ten, lead ace followed by ten.

From ace, queen, jack, and one other, lead ace followed by queen.

From ace and four or more others, the orthodox practice is to lead ace followed by fourth best, although many first-class players believe that in the American game, and especially at duplicate, it is better to lead fourth best. In trumps, the orthodox practice is to lead fourth best, unless holding seven when the ace is led.

In forced leads, from ace, queen, jack, lead ace followed by queen.

Adherents of the old leads object to the American lead of ace from ace, king, and others, because, they claim, it does not at once give your partner information concerning the whereabouts of the king. (Below will be found "Cavendish's" argument in favor of the American lead.)

The ace lead does not figure in the so-called short-suit game. In fact, when led by short-suit players, it means either that they have concluded for that particular hand to play according to long-suit tactics, or they are playing the Howell variety of the short-suit game. In Mr. Howell's system, the lead of the ace figures in two of the five forms of strategy adopted to meet the various conditions of the hand. If followed by king, it means the high-card game, in which you don't expect to make anything except a trick or two in your strong suit. If followed by a small card, it means the ruffing game.

ACE AND FOUR.—There is no plain suit from which a hand is more frequently opened than ace and four or more others, and there is, therefore, no combination from which it is of more importance that the best trick-taking lead should be determined. In spite of this there is no whist question to-day upon which there is a wider divergence of opinion among good players. * * * After considering the whole ground, the writer is inclined to side with those who believe the low lead in five-card suits to be a winning one in the long run, and advises its adoption by players of the first class. With more than five cards, however, it seems distinctly dangerous unless the hand has sufficient strength in trumps to justify taking the short end of the chances for the prospect of a big gain. The recommendation to lead the fourth best is limited to players of the first class, as the bringing in of a long suit requires considerable skill, and poorer players who adopt the fourth-best lead frequently suffer all its losses without the ability to profit by its gains.—*Milton C. Work* [*L. A. H.*], "*Whist of To-day.*"

Holding ace and four below the knave, it is now thought wise to lead fourth best, unless trump strength is declared against you. With ace and four others, if one is the queen or knave, many of our best players are leading fourth best regardless of trump strength, to simplify the original lead of ace, which then indicates either the king, or both queen and knave, or six or more in suit.—*Kate Wheelock* [*L. A.*], "*Whist Rules.*"

Should ace be led from ace and four small of a plain suit, or should the fourth best be led? This has been a vexed question for some years. As whist is played in England (straight, five up, and counting honors), it seems probable that the original lead of ace is best. The game is too short to admit of not making a

certain trick (bar trumping) when able. There is, perhaps, one exception, viz., with such strength in trumps as to warrant a trump lead if partner can assist in the long suit headed by the ace. But when duplicate whist on the American method is the game, and every hand is played for what it is worth, the matter assumes quite a different aspect. According to the best modern calculations, for which precise accuracy is not claimed (the problem not lending itself to absolute demonstration), there is a slight advantage, so far as the probability of making tricks in the suit is concerned, in leading the fourth best rather than the ace. This, however, may be offset by other considerations which are of too remote and technical a character to be discussed here. One, however, may be mentioned, viz., that the lead of ace at once declares great strength in the suit, while the lead of fourth best leaves such strength uncertain during the early part of the hand. Hence, it may be fairly assumed that there is not much to it one way or the other; this bears out the premise that when doctors disagree, both sides may be justified in their opinions.—"*Cavendish*" [*L. A.*], *Scribner's Magazine, July, 1897.*

The first published hand in which ace is led, instead of king, for the declared purpose of showing five in suit, as distinctly stated by the notes accompanying the play, appeared in the *Westminster Papers*, November, 1869. Here it is, the heart nine turned by West, North to lead:

Tricks.	West.	North.	East.	South.
1	♠ 3	♠ A	♠ 10	♠ 5
2	♠ 8	♠ K	♠ Q	♠ 2
3	♡ A	♡ Q	♡ 2	♡ 4
4	A ♣	4 ♣	2 ♣	9 ♣
5	Q ♣	5 ♣	3 ♣	K ♣
6	♡ 10	♡ 3	♡ 6	♡ J
7	♡ 9	6 ♣	♡ 7	♡ K
8	5 ◇	♠ 9	♡ 8	♠ 7
9	8 ♣	7 ◇	7 ♣	♡ 5
10	10 ♣	♠ J	3 ◇	♠ 6
11	J ♣	♠ 4	4 ◇	2 ◇
12	J ◇	9 ◇	10 ◇	A ◇
13	K ◇	8 ◇	6 ◇	Q ◇

Score: N and S, 9; E and W, 4.

The information given by North's leads should have enabled East to save a trick by refusing to trump at trick eight; because if North had five spades, South has only one more.

See also answers to correspondents, explaining the reason for leading the king only when the suit contains less than five cards (July, 1868, p. 45; August, 1869, p. 63). Later numbers of the *Westminster Papers* seem to indicate that the system of showing number was of no value and was abandoned.—*R. F. Foster* [*S. O.*], *Whist, October, 1897.*

ACE-KING.—In an original lead from a long suit containing ace and king, the orthodox practice was to play out the king first, then the ace, for reasons well considered and well known. But, in 1888, Cavendish proposed to adhere to this only for a suit of four; if it was longer, this fact was to be intimated to the partner by beginning with an ace and following with a king.—*William Pole* [*L.A+*], "*Evolution of Whist.*"

I ignore the so-called American leads of ace from ace, king, and three or more, and of queen from king, queen, and three or more. These are theoretically plausible, but practically tend to cause temporary doubt and confusion. In the first place, if the ace be trumped in the first round, as will happen occasionally, the partner of the leader is left in doubt as to where the king is. In the second place, there are other leads commencing with the queen, and it is simpler to keep them. The object of these leads is to induce the partner to unblock: this, even with the best of intentions, he is not always able to effect.—*W. M. Deane* [*L.A+*], "*Letters on Whist*," *1894.*

Cavendish, in a letter to Theodore Schwarz, published in *Whist* for February, 1893, gives the history of the change in the lead as follows: "You ask me for a history of the lead of ace, from ace, king, and more than two small; and of queen, from king, queen, and more than two small. I have much pleasure in complying with your request. When the maxims of American leads were first formulated by Mr. Trist, I saw that the information given by these leads (the maxims being taken for granted) must result in a modification of the play of the third hand for unblocking purposes when he holds four cards exactly of the suit originally led.

"I thereupon set to work to make an analysis of all the cases in which the third hand should begin to unblock on the first round of his partner's suit, a high card being led originally.

"I came to this very remarkable conclusion, that when ace, queen, knave, or ten is led originally, the third hand, holding four of the suit exactly, should always retain his lowest card on the first and

second rounds; but that, when king is led originally the third hand should not attempt to unblock by retaiuing his lowest card on the first round. The exception as regards the kiug seemed to me to be very strauge, and I sought for an explanation, and, after some trouble, I got it.

"The explanation is this: When ace, queen, knave, or ten is led originally, a certain amount of strength is declared. The high card (ace) declares ace, queen, knave, etc., or at least five in suit. The queen declares at least knave and ten. The knave declares king, queen, and at least five, or a quart major. The ten declares at least king and knave. In none of these cases (with rare exceptions) can the third hand lose anything by unblocking tactics.

"But king, led originally, only declares either ace or queen (or possibly both). King may, therefore, be accompanied by only one other high card and two small ones. In every other case at least five in suit are declared, or if not, then at least two other high cards of the suit remaining in the leader's hand.

"For a time I submitted to this conclusion, that king, led originally, is the high card of least information, and that, therefore, unblocking tactics must be surrendered when king is led originally, whatever number of cards the leader may hold in his suit. But I was not satisfied. I argued with myself: 'Why should I lead the high card of least information and so prevent my partner from unblocking when I hold more than four of the suit?' When I have five (or more) and my partner has four exactly, that is just the combination with which I want him to unblock. I therefore proposed the lead of ace from ace, king, more than two small, and of queen from king, queen, more than two small, giving in detail the various advantages and disadvantages, and leaving my readers to choose between the two. After several years' experience, I came to the conclusion that the leads I proposed are of much use to players who take the trouble to unblock and to count the cards. I have, therefore, now made these leads a substantive part of my work on whist.

"I should state that, before proposing these leads in print, I submitted them to Mr. Trist, with all the *pros* and *cons*, and that Mr. Trist fully approved of them."

Admission to Clubs.—The admission of uncongenial players, and especially of persons who persist in playing bumblepuppy instead of whist, has been the cause of the dissolution of many whist clubs. Great care should be exercised in admitting candidates to membership, and the plan upon which the Manhattan Whist Club, of New York City, has recently been organized, cannot be too highly recommended. This organization is devoted exclusively to whist. Its certificate of incorporation states its objects as follows: "The promotion and encouragement of the study and play of scientific whist." The constitution provides that the membership committee shall inquire as rigidly into the candidate's skill as a whist player as they do into his personal character. If any doubt exists as to his ability as a player, the matter must be determined by a careful examination and observation of his play at duplicate whist. R. F. Foster, the well-known whist teacher and author, is secretary of this club, and we have no doubt he had much to do with the formulation of its excellent rules and regulations. New York has also a new whist club for ladies, modeled on the plan of the Manhattan Club.

That the example of the Manhattan Whist Club is not, as yet, very generally known or followed, seems to be indicated by the following questions and answers appearing in *Whist* of July, 1897:

(1) Is it customary to require applicants for whist club membership to pass an examination on the fundamental rules?

(2) If not, what method is in use?

(3) If examinations are advisable, are the whist teachers who are members of the club usually put upon the board?

(4) If players are classified, by whom is the classification made?

Answers: (1) No, examinations are not customary. The mere fact of application for membership is presumptive evidence that the applicant plays the game.

(2) The same that is generally used in all clubs that are formed for social purposes.

(3) If you have any whist teachers among your members, put them on the board, by all means. It is decidedly for the benefit of the club to do so.

(4) Any system of classification is unnecessary. If scores are kept, the players will quickly, and accurately, classify themselves better than any arbitrary system could do.

In *Whist* for October, 1897, however, the organization of the Capitol Whist Club, of Washington, D. C., is announced. It is a woman's club, and is presided over by Mrs. Walls, wife of Dr. George Walls, whose fame as a whist-player is well established. With a view to maintaining a high standard of play in this club, applicants for admission are required to pass an examination by experts.

Adversaries.—The players sitting to your right and left; the two opponents who play against yourself and partner. In "Mort" (the French form of dummy) the term "adversaries" is used exclusively to indicate the two players who are opposed to the *mort* (dead hand, or dummy) and *vivant* (the living hand, dummy's partner). The word "opponents" is used in all other cases where opposition is indicated.

Adversary's Game, Playing the.—Playing a losing game through carelessness, recklessness, or ignorance; employing a line of strategy unsuited to your hand and designed to benefit the adversaries.

Whilst, therefore, it is true that one great use of trumps is to extract trumps from the adversaries, and thus to make your own or your partner's long suit, yet you must be careful that in this endeavor you do not play the adversary's game, and whilst you are extracting his trumps, your own are also extracted, and you have by your own act disarmed yourself and your partner, and left the adversaries in command of the trump suit: that is, with the remaining trump and a long suit to bring in.—*A. W. Drayson* [*L+A+*], "*The Art of Practical Whist.*"

Adverse Lead.—The lead of a suit, command of which is held by your adversaries.

Adverse Trick.—A trick which, at that stage of the round, or upon final play, belongs to your opponents.

Advice for Beginners.—Avoid all mannerisms in play.

Always return partner's trump lead.

Be careful to play the correct leads.

Silence is golden—especially in whist.

Don't gloat over your opponents' defeat.

Sort and count your cards before playing.

Observe how many times a suit goes round.

Don't ignore the value of the small cards.

Don't play false cards; win without deception.

Count your hand before the first card is played.

Remember the suit originally led by each player.

Play your own and partner's hand combined.

Get rid of the command of partner's strong suit.

If you must discuss the play, do it between deals.

Force opponents when they signal or lead trumps.

Lead to the weakness of your right-hand adversary.

Never throw your hand down before it is played out.

Avoid changing suits unless there is good reason for so doing.

First learn the rules; then learn when you may break them.

Do not refuse to win a trick unless sure of gaining by the play.

Don't speak as if your ill-luck were entirely due to your partner.

Pay penalties cheerfully and resolve to be more careful next time.

Avoid banging the cards on the table; you are not playing baseball.

Don't criticise your neighbor's play or call attention to his mistakes.

Watch the signals of opponents as well as of your partner, as far as possible.

Return partner the highest of his suit from three, and the lowest from four.

Play, if possible, against better players than yourself, and learn from them.

Watch the fall of the cards, and remember which high cards have been played.

Be philosophical; take a weak hand and play it just as you would a strong one.

Don't hesitate in playing. You may convey information thereby to your opponents.

Count each trump as played, so that you may know how many are still out at any stage of the game.

Refuse to play for stakes, however small. Whist is worth playing for its own sake, without any money incentive.

Don't lead from weak trumps simply because you have a strong plain suit; you may strengthen your adversaries' hands thereby.

Bear in mind the state of the score. If you only want one trick, take the safest way of making it; if several, risk a bold game to obtain them.

Age.—The eldest hand; the first player to the left of the dealer.

Aggressive Game.—A game in which the opponents are put upon the defensive; a great game.

When trumps are declared in your favor, you play an aggressive game, fearlessly weakening your weak suits and keeping your long suits intact.—*C. D. P. Hamilton* [*L. A.*], "*Modern Scientific Whist.*"

"Albany Lead."—A conventional and commonly accepted lead in America, whereby a player indicates exactly four trumps without playing them. It consists in throwing a strengthening card, such as queen and a small one, or jack and a smaller one, and letting your partner take the initiative if he desires to do so. Popularly so called because it was supposed to have originated with the players of the Albany Club, of Albany, N. Y. This, however, is a mistake, although this club brought it into prominence by its play.

There is nothing new in the lead of a strengthening card from a weak hand, but the players of the Albany Club make it a rule *never* to open with such a card, holding less than four trumps. With three trumps or less they prefer to open a four-card suit, although it contains no high card. That is why we have termed this play the "Albany lead," as it invariably shows four trumps.—*Robert H. Weems* [*L. A.*].

The "Albany lead" is another method of showing trump strength. When the original leader begins with a strengthening card, it is assumed to be the top of three, and that he has no four-card suit in his hand but the trumps, therefore he has four trumps. The lead * * * is usually taken as an indication of great weakness in plain suits, for if there were any good winning cards in the short suits the leader would probably proceed to make them while in the lead.—*R. F. Foster* [*S. O.*], "*Whist Tactics.*"

Mr. J. T. Mitchell spoke of this being an old Milwaukee lead, and I have good Milwaukee authority for stating that this was first introduced into the Milwaukee Club by Mr. Rheinart, and that the latter got it from Deschapelles. The question then arises, is this a good or bad lead? I think that answer depends largely upon the character of one's hand. Deschapelles was pronounced by Clay to be far and away the best whist-player that ever lived, and anything that originated with him or was practiced by him must certainly have some merit.—*Theodore Schwarz* [*L. A.*].

The lead is not generally recognized by the text-books as having become a recognized conventional play (although

Work and Foster mention the play), and this fact may account for the wide diversity of views concerning this lead. As we understand the history of the play, it was first used to show exactly four trumps and three three-card suits, and was resorted to by players who were averse to leading from only four trumps, when holding no suit. The play as originated was confined to the lead of the jack, ten, or nine, on the theory that the irregularity of the lead would, in most cases, be apparent on the first round, either from the drop, or the cards that partner might hold in the suit. We think it would be dangerous to extend it below the nine or above the queen, for it would be more likely to be very misleading.—*Cassius M. Paine* [*L. A.*], *Whist, October, 1895.*

Allen, Miss Bessie E.—A very successful whist-teacher and player. She is a native of Milwaukee, and became inclined to whist by inheritance, her father, "Uncle Dick Allen," one of the best-known members of the Milwaukee Whist Club, having been for many years an adept at the game, playing it constantly in his family. Obliged often to be "fourth hand" at home, her interest was aroused. Her talent for the game being perceived, her father assisted and encouraged her. Her instruction was entirely at home. A writer in the well-known ladies' journal, *Vogue*, for January, 1897, gives the following interesting particulars concerning Miss Allen's whist career:

"In 1893 'Cavendish' visited Milwaukee, and on becoming acquainted with Miss Allen's style of play, invited her to be his partner an entire evening, against all challengers, an honor up to that time never accorded to any lady in this country. In 1895 she attended the Fifth Whist Congress in Minneapolis, where, by her brilliant play, she earned the title of the Whist Empress, by which her friends and the whist world know her. In 1896 Miss Allen attended the Sixth Whist Congress in Brooklyn, adding to her reputation and firmly establishing her right to be called Whist Empress. Miss Allen's game is brilliant, and often original. She is quick to detect her partner's plan, and alert to assist him. Her memory is perfect, her judgment almost faultless. Yet she is modest and deferential to her partner, is free from irritation, and never finds fault. Miss Allen has taught the game in Milwaukee, and in Flint and Detroit, Michigan, and has been compelled from lack of time to refuse classes in other places."

Miss Allen is a conscientious and intelligent teacher, and has a rare gift of imparting the science of whist. With beginners she is arbitrary, though with her "perception" scholars she explains the opportunities of the "advanced game," bringing into use the strategy and finesse of the finest play. She is domestic in her habits and retiring in her disposition, and for some years has been the head of her father's family.

In 1897 Miss Allen devised a pack of "Whist Quiz Cards," by means of which beginners may be drilled in the leads and other essential features of whist. There are fifty cards in each pack, and on one side of each card queries are printed, which one is expected to answer, the correct reply being printed for purposes of comparison on the other side. Rules are given for using the cards as in a game, which can be played by any number of people.

Allison, James.—The inventor of an important improvement in duplicate whist; born in Glasgow, Scotland, February 21, 1848, where he is now engaged in business as a merchant, at 48 Bedford street. He first became interested in whist in 1880, and in 1886 assisted as one of

the "sorters" in a duplicate match between eight players of his club, the Carleton. The old method employed by "Cavendish" and his friends in 1857 was used, but it was very slow and cumbersome work, and nettled Mr. Allison when he found that the "sorters" could not keep up with the players. Soon thereafter he devised his method by which the hands were kept separate as they were played, and the necessity of registering and re-sorting them was done away with. Each player was now required to play his cards, not in the centre of the table, but in front of and near himself, cards of tricks won being placed perpendicularly, and cards of tricks lost horizontally. After scoring, each player took his cards, shuffled them a little, and left them lying at his place, ready for the overplay. No trays were used, the players of one table exchanging places with those at the other table. The new system was first used in a public match at Glasgow, on April 16, 1888, by two teams of four from the Carleton and Wanderers' Clubs. Its success caused its immediate adoption in America, where the play was further improved by John T. Mitchell and others. (See, "Duplicate Whist, History of.")

American and English Laws.—The principal points of difference between the English whist laws and those adopted by the American Whist League, and accepted as representatively American, are as follows: The American laws do away with the scoring of honors, and also do away with "singles," "doubles," and the rubber. The game is made seven points, instead of five. Stakes are abolished. It is not permitted to ask partner whether he has any of a suit which he renounces. Silence is promoted as an important factor in the game. The penalty for leading out of turn is reduced from the double penalty of a call or lead to the single penalty of a lead, and the penalty for a revoke is reduced from three to two tricks to be taken from the revoking side. No one is allowed to examine a trick after it is once turned and quitted. In the English code there are ninety-one laws; in the American code but thirty-nine. This is exclusive of the laws of duplicate whist, however; the latter are not recognized in the English code at all, being of comparatively recent origin.

The laws in both countries are almost identical; the few differences made by the Americans are, in my opinion, in nearly every case, improvements.—*A. W. Drayson* [*L+A+*].

They [the Americans] have also compiled a new code of laws which is an enormous improvement upon the singular jumble of laws, definitions, and arbitrary decisions under which we impotently writhe.—"*Pembridge*" [*L+O.*].

In course of time American players abolished the rubber, best of three games, and the score of honors, substituting single games without honors. This must be allowed to be a simplification and an improvement; it is one of the things that America has done for whist. But, in abolishing points also, the change seems to the writer to have been in the wrong direction. A score of points is a better test of skill, in the long run, than a score of games.—"*Cavendish*" [*L. A.*], *in Scribner's Monthly, 1896.*

American Code.—See, "Laws of Whist, American Code."

American Game, The.—Whist as played in America, fundamentally the same as that played in England from the earliest times, but with certain changes and improvements which English whist-players have been slow to adopt. In fact, some of the changes—notably that by which the points of the game are made seven instead of five,

honors not counting—have obtained little or no encouragement in the conservative mother country. Aside from the above, and the American leads, duplicate play, and other features, the American game is distinguished by important differences in the laws of whist, as adopted by the American Whist League, and acquiesced in by American players generally. (See, "American Leads," "American Whist," "England, Whist in," and "Laws of Whist.")

In America short whist has by no means been generally adopted. Regular long whist, ten up, is, indeed, but little played; but long whist, seven up—that is, without honors—is so generally played in this country that it is quite properly called American whist.—*R. H. Rheinhardt*, "*Whist Scores and Card Table Talk*," *1887*.

He ["Cavendish"] has repeatedly declared that there is no sort of comparison to be made between the European and American players—the latter possessing a general quality of excellence which is almost unknown here—or which, at any rate, it has been the habit to attribute only to exceptional persons like Deschapelles, appearing once in an age.—*William Pole* [*L. A+*], "*Evolution of Whist*."

The excitement consequent on the annual matches, and the preliminary practice required for any chance of winning the more important prizes presented by the League, cause the game to be earnestly studied. The outcome of this earnestness is that, at the present moment, there are more and better players in the United States than in any other country. And, be it observed in conclusion, whist as now played in America is as big an advance on the game of thirty years since, as that was on the game of Hoyle and of the Crown Coffee House.—"*Cavendish*" [*L. A.*], *Whist*, *Sept.*, *1897*.

Long whist was played in America according to the old method, honors counting, until the middle of this century. In the fall of 1857, when the Ohio Life and Trust Company of Cincinnati made one of the most disastrous failures of the decade, a party of gentlemen at the Tremont House, Chicago, solaced their grief for ill-fortune by a game of whist. The play became very interesting, and lasted many hours. For the first time within the writer's knowledge, honors were not counted; and after that date the players made the game of seven points the game of long whist.—*G. W. Pettes* [*L. A. P.*], "*American Whist Illustrated*."

It is contrary to the general principle of counting, in any game of cards, that more tricks can be made in one hand than are necessary to win the game. This principle was acted upon in the original count in whist, which consisted of ten points—four by honors and six by cards—the most possible, for the game in its incipiency was played with forty-eight cards, the four deuces being withdrawn from the pack. The points were afterwards arbitrarily reduced to five. * * * In the game of seven points, single games, and not rubbers, are played, and the losers get credit for any points which they may have won; for instance, with four scored, they lose but three. This is somewhat analogous in its result to the English method of scoring. The seven-point game has the advantage of being shorter than the rubber, consequently the players who are out have not so long to wait before cutting in. Again, that game is akin to long whist, which Clay, "Cavendish," and other authorities pronounce to be a superior game to short whist.—*N. B. Trist* [*L. A.*], *Letter to First Congress of the A. W. L.*

We learn [from "Cavendish"] that in the ordinary American social clubs, where whist is not the chief object, but is merely an accidental recreation, it is customary to play, not rubbers, but single games, in which five is the winning score. The points are gained by tricks only, honors not counting at all. The stakes vary from one or two to five dollars per game, and when five points are scored by either party the game is won, no allowance being made for any points that have been scored on the opposite side. Thus, when I and my partner have scored, say four, if the other party make five, our four are entirely lost, doing us no good at all. [In the English rubber they are counted on the next game.] In the whist clubs proper, however, established for whist only (and generally known as League clubs), a different form of scoring is used. In this, also, honors do not count; the only score is by tricks, each trick above six counting one. Single games are played, the winning score being *seven;* the value of the game is determined by deducting the loser's score from seven. The reason for choosing the number seven is that this is the maximum which can be obtained in one hand. In these clubs, although money stakes are not forbidden, it is unusual to play for money, as the executive of the League wish that the play should be for the love of the game alone.—*William Pole* [*L. A+*], "*Evolution of Whist*."

American Leader.—One who employs American leads in his play; an advocate of American leads.

American Leads.—A system of leads at whist devised by Nicholas Browse Trist, of New Orleans, and Henry Jones ("Cavendish"), of England, and named American leads by the latter in honor of Mr. Trist's native land. Both had been working in the same direction for some time, in their efforts to improve the old-style game, by taking previous suggestions and plays, adding many new ones, and remodeling and systematizing the whole in a simple, lucid, and easily understood manner. They corresponded frequently, and arrived almost simultaneously at the same conclusions in regard to some of the principal features of the new leads; "but," says "Cavendish" in a letter published in *Whist* of March, 1893, in speaking of the time "when the American system of leading from high cards" was first mooted by Mr. Trist and himself, "I think N. B. T. was a little bit in front." A complete history of the leads will be found in another article (see, "American Leads, History of"), to which is added the testimony of "Cavendish," Foster, Pettes, and Trist concerning them. Another article tells of the changes which have been proposed, and another treats of the objections which the opponents of the leads have urged against them. Opinions on both sides are freely quoted, in order that as fair a presentation of the subject as possible may be made.

American leads are designed to indicate number as well as character in suit, so as to enable partner to form an accurate idea concerning the same, as well as to estimate with some degree of probability what cards are held in suits other than the one led. American leads are one of the distinguishing features of whist as played in America. Even those who are opposed to them, or wedded to the old leads, are obliged to recognize and teach them as well as their own theories; and portions of the new theory—especially the trump leads, and the use of the phrase "fourth best" instead of "antepenultimate," etc.—find universal acceptance in this country and in foreign countries as well. American leads are sometimes also called "Number-showing Leads," "The Informatory Game," and the "Signaling Game" (*q. v.*).

The first step toward correct and scientific play is a thorough knowledge of these leads. By their means legitimate information is exchanged between partners, so that in the perfection of observation and practice both hands may be practically played as one. A table of the principal leads, showing first and second-round play to complete the signal or information in each case, is given below. This table was personally approved by the leading advocates of the American leads in 1894, and showed the play then universally followed. Since then several changes have been proposed and accepted by many of the best players, although "Cavendish" and Trist both adhere to the system as originally promulgated by them. (See, "American Leads, Changes in.") The following explanations of the abbreviations used in the table are made for the benefit of the novice:

A stands for ace; K, for king; Q, for queen; J, for jack; T, for ten.
H indicates the highest card in suit.
L indicates the lowest card in suit.
F indicates the original fourth-best card, counting from the highest.
A. This style of letter indicates first lead or play.
A. This style of letter indicates the lead or play on second round.

In the column under "Cards at head of suit" will be found the various combinations from which the leads are made, as follows:

PLAIN SUITS. Cards at head of suit.	NUMBER OF CARDS IN SUIT.				
	7	6	5	4	3
A K Q J	J Q	J K	J A	K J	
A K Q	Q K	Q K	Q A	K Q	K Q
A K	A K	A K	A K	K A	K A
A Q J T	A J	A J	A J	A T	
A Q J	A J	A J	A J	A Q	A Q
A	A F	A F	A F	F A	L A
K Q J T	J Q	J Q	J K	K T	
K Q J	J Q	J Q	J K	K J	K Q
K Q	Q [2]	Q [2]	Q [2]	K [1]	K Q
K J T	T [3]	T [3]	T [3]	T [3]	T K
K	F [4]	F [4]	F [4]	F [4]	L [4]
Q J T 9	Q T	Q T	Q T	Q 9	
Q J T	Q T	Q T	Q T	Q J	Q J
Q J	F [5]	F [5]	F [5]	F [5]	Q J
Q	F [6]	F [6]	F [6]	F [6]	L [6]
Any lower cards.	F [6]	F [6]	F [6]	F [6]	H L

SPECIAL TRUMP SUIT LEADS.

A K J	A K	A K	A K	K A	K A
A K	A K	F K	F K	F K	K A
A	A F	F A	F A	F A	L A
K Q T	Q [2]	Q [2]	Q [2]	K [1]	K Q
K Q	Q [2]	F Q	F Q	F K	K Q

In all other cases, trump leads are the same as in plain suits.

[1] If K wins, lead original *F*, otherwise *Q*.
[2] If Q wins, lead *F* remaining, otherwise *K*.
[3] If T wins, lead *F*; if Q falls, lead K to show four, *J* to show five; if A falls, lead *K*.
[4] If A falls, lead *K*, otherwise *L*.
[5] If A or K falls, lead *Q*, otherwise *L*.
[6] *H* or *L* according to fall of cards.

American leads have revolutionized the game, and the changes have all been in the direction of simplification.—*C. D. P. Hamilton* [*L. A.*], "*Modern Scientific Whist.*"

If it were allowable to exercise some judgment in using these leads, they might not be open to so many objections; but they are worse than useless unless the partner can depend on their being uniformly adopted.—*R. F. Foster* [*S. O.*], "*Complete Hoyle.*"

The new, or American leads, are at times wonderfully effective in assisting a player to read his partner's hand, but there are times when they leave him utterly in the dark on the all-important first round, and do not give as much information as the old leads would under the same circumstances.—*Val. W. Starnes* [*S. O.*], "*Short-Suit Whist.*"

The changes in the [old] leads by the new system are not so many or so great as is sometimes supposed, and being in the direction of simplicity, and based on a principle which is of quite general application, ought not to be confusing. By the old system, the king led indicated nothing as to the number in suit. Now, it always means four, at most; and the ace or queen is led, instead of king, from suits of five or more.—*Fisher Ames* [*L. A.*], "*A Practical Guide to Whist.*"

The most notable contest has been between the advocates of the various systems of leads. It has proven a long and arduous discussion, which, at the present writing, is still being carried on, although any one, viewing the whole situation from an unprejudiced standpoint, must at present, of necessity, admit that much the largest of the expert opinion of the country has declared in favor of the system commonly called American leads.—*Milton C. Work* [*L. A. H.*], "*Whist of To-day.*"

The penultimate of "Cavendish" advised simply that there was a card remaining in the hand *lower* than that led, no matter how many higher. The American lead [of fourth best] informs that there are exactly three cards *higher* than the card led, no matter how many lower. The second lead from the penultimate play gave no indication of the quality or number of high cards left. The second lead by the American play gives information of both.—*G. W. Pettes* [*L. A. P.*], "*American Whist Illustrated.*"

The first maxim of the American leads is: When you open a suit with a low card, lead your fourth best. The second maxim laid down by American leads may be thus stated: When you open a strong suit with a high card, and next lead a low card, lead your fourth best, counting from and including the card first led. The third maxim of the American leads: When you open a strong suit with a high card, and remain with two high indifferent cards, lead the higher if you opened a suit of four; the lower if you opened a suit of five.—"*Cavendish*"[*L A.*], "*Whist Developments*" (*fourth edition, 1891*).

The American leads have now become of a more intricate character, but though they are adopted in most of the London clubs by some of the leading authorities on whist, they have not yet come into general use by the majority of players. Many of them require long and elaborate explanation, and the older hands, who are still a majority in number, have not learnt to appreciate their value. The world of whist is passing through a period of transition, and in a few years many principles which are now accepted with doubt, or even openly rejected, may have been numbered among the indisputable axioms of the game.—*W. P. Courtney* [*L + O.*], "*English Whist and Whist-Players*," *1894*.

It was natural that when the system of American leads was proposed in England the opposition to its adoption should be violent and sincere. * * * There were, there are, obstinate objectors. * * * They say the game is complicated. * * * They do not tell wherein, since the American system requires only, (1) that the leader hold exactly three cards higher than the low card led; (2) that if he leads a high card and then a low one, he has exactly two cards higher thau his second lead; and (3) that having led a high card, when following with another high one he plays the highest of two equally good if he has but four cards of the suit, and the lowest of the two if he has five. * * * This most admirable system of American leads may be used to greatest advantage by players of American and English whist; the objections to it being invalid, it must come into universal use.—*G. W. Pettes* [*L. A. P.*], "*American Whist Illustrated*."

I adhere strongly as ever—perhaps even more strongly—to the opiuion that arbitrary ways of giving information, American leads included, are opposed to the true spirit of the game, and tend with an ever-increasing force to spoil it as an intellectual amusement. Not only does the strain on the attention to petty details which would otherwise have no importance, make playing more of a task than a game, but it prevents the mass of players from noting the broader features of the play, and they become mere book-players, trusting to their memory of all they have learned by heart. They are slaves to the rules instead of being their masters. With rules of play as in Clay and the earlier editions of "Cavendish," which were purely rational, an intelligent player could easily master the reasons and see when they no longer applied; but with arbitrary rules of play he cannot do so, and he must either adopt them or deceive his partner.—"*Mogul*" [*L+O.*], *Extract from letter, August 14, 1897*.

During the last twenty years the practice of whist-players has undergone considerable modification. The discard from the strong suit (on adverse declaration of command of trumps), the lead of the penultimate (from suits of more than four cards), the echo of the call for trumps, and variations in the mode of leading from certain combinations of high cards, have been introduced at various times, and have met with the approval of the great majority of good players. Recently, still further advances have been made. The leads of the lowest from suits of four cards, and of the penultimate from suits of five cards, have been shown to be merely part of a general law, which requires the lead of the *fourth best* card when a strong suit is opened with a low card; and the same law requires, as a corollary, the lead of the *fourth best* on the second round (counting from the card first led), when a high card is led followed by a low card of the same suit. Also it has been seen that the practice, which has obtained when leading from certain combinations of high *indifferent* cards, is capable of generalization, which brings leads from high cards, as well as from low ones, under uniform rules.—"*Cavendish*" [*L. A.*], "*Whist Developments*," *1885*.

American Leads, Changes in.—During several years past there has been considerable discussion over a number of changes which have been proposed in the American leads. In fact, from their very adoption, these leads have been the subject of criticisms and suggestions, among the most radical modifications being those practiced and advocated by the late George W. Pettes (*q. v.*). These did not meet with any extended acceptance, and have fallen

into disuse. But other suggested improvements have received more serious and general attention, especially those known as the Hamilton modifications (see, "Hamilton Leads"), originated and practiced by Milton C. Work and his associates on the famous Hamilton team, from which they derive their name. The idea of Mr. Work and his colleagues is to remove from the American leads what is by many considered an objectionable feature, namely, the uncertainty in the lead of queen, that card being led from three different combinations—ace, king, queen, more than four in suit; king, queen, more than four in suit; and queen, jack, ten, four or more in suit.

In order to simplify the queen leads, the Hamiltons abolished the lead of the queen from queen, jack, ten, and substituted in its place the lead of the ten. In order to do this they were obliged to take away the accepted lead of ten from the king, jack, ten combination, which they did, by substituting for the ten, in the latter case, the common lead of the fourth best.

This solves the difficulty, and does away with the previous uncertainty of the queen lead, so that when that card is led, and forces the ace, partner knows you have command of the suit with king. This fact your partner cannot be sure of, if the queen is led from both king, queen, and three or more small cards, and from queen, jack, ten, and others. The Hamilton leads—or, more strictly, the Hamilton modifications of American leads—have met with very large acceptance in America, and it is by many thought not improbable that, at some future day, they may be regularly incorporated in the system of American leads. Among other leading players who have given them their endorsement, are C. D. P. Hamilton, John T. Mitchell, and P. J. Tormey. The latter two have also accepted another change, which consists in substituting for the lead of king that of queen, in suits headed by ace, king, queen, jack; or ace, king, queen. This was first suggested by R. F. Foster, in *Whist* for July, 1895, when he said: "Suppose that we say that it is pretty generally agreed that the fourth best is a good lead from king, jack, ten, and others, and that the ten is the best lead from queen, jack, ten, with or without others, as it reduces the present confusion of the queen leads, why is not the queen a good lead from ace, king, queen, jack, and others? Such a lead would be about the same change as that from ten to jack, from king, queen, jack, ten; would not materially affect the meaning of a queen lead, and would restore to the jack that very valuable and absolute denial of the ace in the leader's hand. Second rounds might be: Queen, then ace with five; queen, then king with six; queen, then jack with seven or more. A very careful analysis, just finished, of all published hands, and the one hundred and twelve of the correspondence tourney, prompts this suggestion."

In the New York *Sun* of March 1, 1896, Mr. Foster argued further in behalf of the proposed lead of queen from ace, king, queen, jack, and others: "This would," said he, "restore to the jack its old value as a card absolutely denying the ace, and warning partner, if he did not hold it, that it was held up. The queen would then be led from two combinations only: one with and one without the ace, but always with the king, and at least three others in the suit."

Mr. Tormey, in 1896, published

in his "Whist Don'ts," a table of leads containing the various changes agreed upon by Mr. Mitchell and himself, as follows:

Suits Headed by	Number of Cards in Suit.			
	4	5	6	7
1. A K Q J	Q A	Q K	Q J	Q J
2. A K Q O	Q A	Q K	Q K	Q K
3. A K O O	A K	A K	A K	A K
4. A Q J 10	A 10	A J	A J	A J
5. A Q J O	A Q	A J	A J	A J
6. A Q O O	4th best	4th best	4th best	A 4th
7. A O O O	4th best	4th best	4th best	A 4th
8. K Q J 10	J K	J Q	J 10	J 10
9. K Q J O	J K	J Q	J Q	J Q
10. K Q O O	K 4th	K 4th	K 4th	K 4th
11. K J 10 O	4th best	4th best	4th best	4th best
12. Q J 10 O	10 Q	10 J	10 J	10 J

Trump leads are the same as plain suits, excepting Nos. 3 and 10 combinations.

No. 3 combination, lead fourth best, with four, five, or six in suit; with seven in suit, lead same as plain suit.

No. 10 combination, with king, queen, ten, four or more in suit, lead king; without the ten, lead fourth best, unless seven in suit, then lead king, same as plain suit.

Ace-lead.—The lead of ace does not proclaim any particular holding of high cards; it says this, however: "My lead of ace is either from ace, king, *two* or more others; or ace, queen, jack, one or more others; or ace and six others." The second lead has to be made to tell the story.

King-lead.—The lead of king always says: "I have the queen, four or more in suit, but not the ace or jack."

Queen-lead.—The lead of queen says: "I hold king and ace, four or more in suit."

Jack-lead.—The lead of jack proclaims queen and king, *four* or more in suit, and denies the ace.

Ten-lead.—The lead of ten proclaims jack and queen, four or more in suit, and denies the king and ace.

Mr. Mitchell, in a letter published in *Whist* for September, 1896, says of the changes embraced in the above table:

"Now that the adoption of the ten-lead from queen, knave, ten, has become almost general, and in view of the fact that the knave is considered the proper lead from king, queen, knave, and the queen the proper lead from ace, king, queen, it seems to me that the committee which was appointed at the last congress to formulate a code of leads and follows for recommendation to the League should consider the advisability of revising the table of American leads in conformity with a general rule, such as the following:

"With three or more cards in sequence, the lowest of which is not below the ten, lead the third from the top.

"With only two honors in sequence, both higher than the knave, lead the higher. With ace, queen, knave, lead ace; follow with queen to show four, knave to show five or more.

"Without any high-card holding as good as either of the above, lead your fourth-best card.

"If the above rule was adopted, it would do away with the ten-lead from king, knave, ten, and the ace-lead from ace and four or more small; but, as these leads have virtually been abandoned already, the new rule would not interfere with the general mode of play in that respect. The new rule, however, would make a radical change in one respect, viz., in the lead of queen to show five or more in suit, and the lead of king to show exactly four; and that is where the principal objection to the proposed

change will come in. However, according to some authorities, whose opinion is shared by quite a number of experts, the number of small cards shown by a lead is not so important as the exact strength displayed, and there is no question as to the superiority of the proposed change in the latter respect.

"The lead of the ace would proclaim the king or queen, knave; the lead of the king would proclaim the queen; the queen would proclaim the king and ace; the knave would show the queen and king; and the ten, the knave and queen. Each of the high cards from the ace down to the ten, with the exception of the ace, would proclaim a certain holding, and, as the ace usually wins, the next lead would clear away all uncertainty in regard to that also.

"The high indifferent cards left in hand after the original lead could be used under the new system to show number of small cards in suit just the same as under the old, and the table of leads would not be altered much in this respect.

Holding.	Number Cards in Suit.		
	4 L. F.	5 L. F.	6 L. F.
A K Q J	Q	A	Q K	Q J
A K Q	Q	A	Q K	. . .
A K	A		A	. . .
A Q J	A Q		A J	. . .
K Q J 10	J K		J Q	J 10
K Q J	J K		J Q	. . .
K Q	K		K	. . .
Q J 10	10 Q		10 J	. . .

The Hamilton modifications (to say nothing of the other proposed changes) have thus far failed to receive the approval of the two leading authorities on American leads — Trist and "Cavendish" — although the latter has admitted their merits, while pointing out their disadvantages. (See, "Hamilton Leads.") Mr. Trist says, in a letter to *Whist* for February, 1895: "Would the added strength to the queen-lead brought about by the proposed change compensate for the complication it brings to the present ten-lead?" He adds: "I am ready to take the negative side of that question." In the issue of *Whist* for June, 1895, he says further, in his argument with Dr. Bond Stow, an ardent advocate of the changes: "He claims that it [the proposed new ten-lead] will affect another lead favorably—that is, it will free from ambiguity the present lead of the queen, which would then show five at least in suit and the holding of the king. To this I will answer that the showing of five cards by the first lead—excepting when knave is led—is of no practical advantage, because the unblocking is begun on the first round on all high cards led, except the king, the second round disclosing number and rank of cards. In the case of the queen as now led, the nature of the holding is often immediately made manifest, when third hand holds one of the three tell-tale cards, the king, knave, or ten, or when one of them falls from an adverse hand. Should neither contingency happen, the second lead settles the question in ample time for all useful purposes." In a letter under date of October 2, 1897, he adds:

"I am still of the opinion that the ten-lead, from king, jack, ten, is a much better one than the fourth best; therefore, I adhere to the old queen-leads, which do not bother

me a bit on account of their dual signification. I also prefer the present lead of jack from ace, king, queen, jack, five or more, to the queen, as proposed, because it possesses the considerable advantage of keeping the adversaries in the dark as to the position of the ace, if jack takes the trick—presuming, of course, that if either of them held the ace, he would have taken the trick—whilst, if jack denies the ace, it must be in third hand, a fact which it is better that the opponents should not know."

Other advocates of American leads have also placed themselves on record as opposed to the Hamilton modifications. W. S. Fenollosa, in *Whist* for May, 1896, says:

"In the March number I advanced some arguments to endeavor to show, from actual trick-making considerations, that it is unsafe to lead ten from queen, jack, ten, and others, except from a very long suit, and accordingly that the lead of queen from that combination is the correct one. The only objection ever urged against the latter lead is the inconvenience and confusion arising from the threefold character of the queen-leads. It has always seemed to me that this supposed difficulty was more imaginary than actual."

George L. Bunn, in the whist department of the St. Paul *Globe*, says: "It is very rare indeed, in actual play, that there is any confusion arising from the two meanings of the queen-lead. The slight advantage gained by doing away with one of these meanings is, we think, not sufficient to compensate for what we consider the distinct loss in trick-taking, which comes from the abandonment of the ten-lead from king, jack, ten."

Fisher Ames, in *Whist* of February, 1897, sums up the situation as follows:

"I desire to place myself on record as opposed to the lead of the ten from queen, knave, ten, etc., and of the fourth best, or low card, from king, knave, ten, etc. Having experimented with these new leads for now about a year, I have not noticed any material advantage from them, but, on the contrary, a failure to clear the suit so quickly by them as by the leads according to the regular rule. This is especially so lately, now that covering by the second in hand player is so much more free and general than formerly. One may argue himself 'black in the face' that the ten-lead will be covered as often as the queen by second hand holding the king and two low, even though knowing the leader to lead the ten from queen, knave, ten, etc., but the fact is otherwise. It may, perhaps, be said that it isn't well to cover with the king in either case. That I admit; but it doesn't alter the fact. It is when second hand holds ace and low he hardly ever plays ace on the ten led, no matter what rule the leader adopts; for there is always a chance, and lately a good chance, that the ten is a supporting card; whereas, if the queen is led, second hand, holding ace and low, almost always covers, or holding king and low, generally covers. In short, the play of second hand is very different in actual practice from what it used to be.

"The same arguments apply to the lead of the ten from king, knave, ten, to wit, that the lead of the ten will clear up the suit better, on the average, than the lead of the fourth best. I need not amplify on this, as it seems to me a self-evident proposition. The possibility of second hand holding ace and queen isn't worth considering, it would

happen so seldom, and then it wouldn't make much difference what is led.

"The confusion in the meaning of the queen-leads is not a sufficient ground or reason for changing the leads. There is very little, if any, injury resulting from such confusion, as compared to that resulting from a failure to clear the suit. One is occasional and not very probable; the latter most probable on every lead.

"Whatever confusion it may cause is no greater than the confusion in the meaning of the lead of the ten by the new method. The ten is a very important and useful card. It is led as a supporting card very frequently under the present methods of play, and adopting it as the card to lead from queen, knave, ten, is introducing just as much new confusion as is taken out by the change in the lead.

"These two rules have had the test of over one hundred years' experience, and have stood the test without a waver. And now, for what seems to me a fanciful whim, they are to be thrown overboard. For my part, I need more solid argument than any I have seen adduced yet to change my belief. And the present method of play only makes the suggested changes seem to me more emphatically foolish."

For more than a hundred years it has been the rule to lead the ten from king, jack, ten, and others; but of late the experts have been advocating the lead of the small card, and this has led to corresponding changes in the play of the second hand. It is remarkable that the experience of one hundred and fifty years has not been sufficient to settle this question. Thirty years ago "Pembridge" suggested the lead of the small card; but some of our foremost players, among them the famous analyst, George L. Bunn, still insist that the ten is the better lead.—*R. F. Foster* [*S. O.*], *Rochester* (*N. Y.*) *Post-Express, Oct. 24, 1896.*

American Leads, History of.— It would be absurd to claim that the American leads in their entirety are the marvelous product of one or two whist brains. These leads embrace to a large extent leads which are almost as old as whist itself; they are naturally grafted upon and preserve what is best in the parent tree. They are simply the outgrowth and systemization of informatory play. Information has always been conveyed by the fall of the cards at whist, but as the game developed it was deemed wise and good to add certain conventional plays, and to give them a meaning in card language that should be understood by all who would take the trouble to learn them. Lord Henry Bentinck's trump signal was the first great innovation of this kind, and marked a distinct era in the history of the game. Thirty years later, in 1865, Waller A. Lewis, better known in the whist world as "Cam," advanced the idea, in his "What to Lead," that small cards could be profitably used in conveying information aside from their employment in the trump signal. His proposition, that long suits which did not contain an honor be opened with the smallest card but one, in order to give partner information to that effect, met with some approval, but more opposition, and is now remembered only as an experiment. Among those who objected to it was a writer in the *Westminster Papers* for November, 1868, who thought his own proposed mode of leading the lowest of a sequence, in intermediate sequences, was more important. Thus, from king, six, five, four, two, he would lead the four.

All these, and similar discussions and proposals, seemed to make no permanent practical impression, until "Cavendish" brought the

force of his whist genius to bear upon the situation. His book, "The Principles of Whist," had long since given him a standing with whist-players the world over, and every succeeding edition gave fresh evidence of his progressiveness and aggressiveness as well. His keen insight into the very heart and mystery of the game, so to speak, and his ability to grasp and solve its greatest problems, made him the acknowledged leader and exponent of its latest improvements. The system which culminated in what is now popularly known as the American leads, had its real inception in a number of innovations proposed and advocated by him, and not the least of these was his famous "penultimate" lead from suits of five containing no high-card combination to lead from. This useful informatory device was incorporated by him in his book, in 1872, and met with general favor, although it caused no little discussion as well. The idea of leading the last but one from suits of five naturally suggested other variations, and among these was a proposition published in the *Westminster Papers* for January, 1875, that "while you ought to lead the lowest card in four-suits (*i. e.*, suits of four), you should lead the third from the top in five-suits." This was the first sprouting of the idea which was to figure so prominently in the American leads in a somewhat different and more comprehensive form as the fourth-best principle; but the suggestion of 1875 fell unheeded upon the ears of conservative England. Likewise unheeded was a notable improvement proposed by Colonel (now General) Drayson, in his "Art of Practical Whist," in 1879. The latter had ingeniously supplemented "Cavendish's" penultimate by the antepenultimate lead from suits of six. Recognition of the value of this idea first came from America, where both the penultimate and antepenultimate were practiced, and where they led to the further extension and development already alluded to. Among the most original and brainy advocates of good whist in America was Nicholas B. Trist, of New Orleans, a regular correspondent of "Cavendish's," who had discussed many important points of whist practice with the great English authority. "Cavendish," as editor of the whist department of the *Field*, frequently gave Mr. Trist's ideas to the public.

In 1883, Mr. Trist conceived the idea of combining all the advantages which had previously attached to the old lead of the lowest from four, the penultimate, and the antepenultimate, in one general rule, and that was to lead the fourth best from all suits in which there is no combination suitable for a high-card lead. The fourth best he counted from the top of the suit, and this important distinction carried with it an additional advantage. By means of the fourth best, thus counted from the highest card down, exactly three cards higher than the one led are always shown to be in the leader's hand. The new fourth-best generalization was communicated to and fully approved of by "Cavendish," who, curiously enough, had arrived at about the same conclusion in regard to a uniform rule; independent of Mr. Trist, their letters on the subject crossing each other on the ocean. "Cavendish" insisted, however, that his American friend was a little ahead, and freely gave him the credit, at the same time applying himself with energy to the introduction of the new lead, showing it, among the very first, to Dr.

Pole. The latter "fully concurred in the elegance of the simplification," and remarked that it seemed to have been in the air for some time, and might now be considered fully established as a principle of play.

There was another direction in which Mr. Trist rendered important assistance in perfecting the new system. He followed up some valuable suggestions of "Cavendish," who, several years previously, had introduced his now recognized leads of ace followed by queen to show ace, queen, jack, and one small, and ace followed by jack to show ace, queen, jack, and more than one small; and who had also formulated the rule that the higher of two indifferent cards on second round, meant a maximum of four; the lower, a minimum of five. Mr. Trist, having thus noticed the advantageous use that had been made of variations in the play of "indifferent high cards"—that is, cards of equal value for trick-making purposes—proposed to carry this further. Says Pole: "The cases were many where a player had to lead one card of a sequence; and, Mr. Trist reasoned, according to the new privilege, the leader might, by choosing different cards for the purpose, convey by convention distinct items of information for each card. In settling how this should be arranged, he ingeniously took advantage of some ordinary expedients which had already prevailed for trick-making purposes. Mr. Trist reasoned thus: 'Here are two cases where it has been settled that differences are made in the card led, for the purpose of obtaining different results conducive to trick-making; why should not these differences be utilized also for giving the partner information? Why cannot we make it understood that in all cases of the leading of indifferent high cards, whether the general policy of trick-taking dictates it or not, the same rule shall apply?' He consulted 'Cavendish,' who warmly approved of the suggestion, and this at once was registered and widely adopted as another item of American leads."

After receiving all of Mr. Trist's suggestions, from time to time, "Cavendish" rounded out and finished the whole scheme, and energetically advocated it in public. He wrote, argued, discussed, answered questions and met objections in the *Field* and other periodicals. He also lectured on the subject of the new leads, and in the following year (1885) published his book entitled "Whist Developments, American Leads, and the Plain Suit Echo," which he dedicated to Mr. Trist, in honor of whose native land he had named the new system American leads. He described the leads at length, and laid down the following maxims in defining them: "1. When you open a suit with a low card, lead your fourth best. 2. On quitting the head of your suit, lead your original fourth best. [This maxim caused considerable discussion for several years, and "Cavendish" now prefers to say, lead the fourth best remaining in your hand, while Mr. Trist holds to it as first formulated.] 3. With two indifferent high cards, lead the higher if you opened a suit of four; the lower if you opened a suit of five."

Although the promulgation of the leads gave rise to controversy and much violent opposition, which has by no means subsided as yet, they have been accepted by the great majority of whist-players in America. They were duly incorporated, in 1886, by "Cavendish," in the edition of his "Laws and

Principles of Whist," as established rules of practice, and the American Whist League, at its first annual congress, in 1891, formally adopted them as the system that should rule in the interplay of League clubs.

AS TOLD BY "CAVENDISH."—Long before the system of American leads was thought of there were certain combinations of high cards, led in a particular way, which showed more than four in suit in the leader's hand. The most notable, and perhaps the most ancient, of these, was the lead of king, from king, queen, knave, and one small card; the lead of knave, from king, queen, knave, and more than one small card. These leads are to be found in Hoyle, as early as 1742.

But little progress was made in the direction of imparting information of number, until I suggested that from ace, queen, knave, and one small, ace then queen should be led; that from ace, queen, knave, more than one small, ace then knave should be led.

This was originally proposed by me at the same County Club where the penultimate was first played (see *Whist* of January, 1894). A remarkably good player, my partner, led ace then queen from a very long suit, of which I had king and two small. I did not unblock, and the consequences were disastrous. My partner maintained that I should have played king on his queen. I maintained, if his suit was so long that he wished me to unblock, he should have followed the ace with the lowest of his queen-knave sequence. A discussion ensued (I wish I had noted the date), and after considering and analyzing the cases, I shortly after electrified the County Club players by announcing that, in future, from ace, queen, knave, more than four in suit, I should lead ace, then knave; and that from queen, knave, ten, more than four in suit, I should lead queen, then ten. This, I was informed, was another of my "dodges" for showing number, for which I was told later I had a "veritable craze."

I replied that the exhibition of number was only a collateral issue of such leads, the true principle being that if you want your partner to win the second round you should play the lowest of cards in sequence, such a card being a card of protection in case your partner is weak. This is invitation to him not to pass the trick unless such a play suits his hand; the reverse play is a distinct invitation to him not to win the trick. Now, as it happened, from my analysis, that I should seldom lose by inviting my partner to win my trick when I held five of the suit, but that I should often lose by holding out the invitation to win a trick twice over, with only four, I had concluded only to make the winning invite, when I had more than four of my suit originally.

Finally, I carried my point, as regards these two leads, and also as regards the lead of knave, from knave, ten, nine, etc., now abandoned in plain suits. The higher of two indifferent cards, on the second round, meant a maximum of four; the lower, a minimum of five. And here the matter remained for a long time, until Mr. Trist proposed to apply the same rule of play to the lead of ten from king, knave, ten, etc, on the second round, when queen is forced on the first round. Then simultaneously (our letters crossed on the Atlantic), we formulated the rule: with two high indifferent cards, lead the higher if you opened a suit of four cards; the lower if you open a suit of more than four. The advantage of this policy, once pointed out, is so obvious, that no serious opposition has ever been offered to the above-described method of leading from high indifferent cards.

It also became obvious that on the lead of a knave, from king, queen, knave, etc., which shows five to start with, king and queen become high indifferent cards. Hence, the second lead of king proclaims the original possession of five exactly; the second lead of queen equally proclaims the possession originally of six or more.

Later on, the ace, king, queen-leads had to be reconsidered. It was finally agreed that an original lead of queen, which wins the trick, shows your partner to have a suit of more than four, provided he does not hold both ace and king. The ace and king become high indifferent cards; hence, queen followed by ace shows five exactly; queen followed by king shows more than five.

It is not agreed that any great advantage results, as a rule, from showing more than five. As I stated in the previous article (see *Whist* of January, 1894), suits of six or seven cards in most cases declare themselves from the fall of the cards. Still, it is advisable, in order to complete the system, and to show how cards can be made to talk, to include the cases where more than five cards are held. The most important point is to enable partner to distinguish between four and more than four.

The American system of leading was as yet incomplete, as no provision had been made for the case of leading a high card and then a low one. Thus, from ace and four or more small, lead ace, then small. But which of the small ones should be

selected? Mr. Trist and I set to work to answer this question. Five at least in suit is declared on the second lead. It is obvious that with knave, ten, nine, etc., in suit, the card to lead after the ace is the nine, to protect the suit if partner should hold neither king nor queen. With lower cards, the best second lead is still disputed. Mr. Trist is of opinion that the original fourth best should be led after ace. With all respect to that eminent authority, I am of opinion that the fourth best of those remaining in hand is to be preferred. Thus, from ace, knave, nine, eight, two, Mr. Trist would lead ace, then eight; I should lead ace, then two. I have worked out all the principal combinations, and I find the *pros* and *cons* may be summed up as follows: The lead of the original fourth best after ace, gives the third hand a somewhat better chance of unblocking on the second round, than the lead of the fourth best of those remaining. On the other hand, the lead of the original fourth best after ace, gives the second hand a somewhat better chance of finessing successfully on the second round, than the lead of the fourth best of those remaining in hand. Hence, what has to be decided, is the relative advantage or disadvantage of these possibilities to either or both sides. In my opinion, the balance of advantage to the leader and his partner, is slightly with the lead of the fourth best remaining in hand after ace has been led. Mr. Whitfeld is of opinion that further experience is required; he favors the fourth of those remaining in hand, as against the original fourth best; but he does not feel sure that any but the lowest should be led after the ace. Hence, referring to the title of these articles, the "Origin of American Leads," I cannot say that this branch has as yet had an "origin," beyond the origin of consideration and discussion.

Mr. Trist and I agree as to the best card to lead on the second round, when queen is led from king, queen, and three or more small cards and queen wins, only we class the lead somewhat differently. I lead the fourth best of those remaining in hand; Mr. Trist leads the original fourth best, ignoring the king (which is marked with the leader). Thus, from king, queen, ten, eight, five, two; we should both lead queen, then five.

The only unconsidered case, under this head, is that in which ten is led originally, from king, knave, ten, etc., and wins. The third hand must hold queen. Hence, a small card has to be next led. If I led from a four-card suit, I cannot continue with the fourth best of those remaining in hand, as I only have three. I must lead my only low card, and can give no information as to number. I am inclined to the view that if I had five originally, I should still lead the lowest, *i. e.*, the fourth of those remaining in hand, and not attempt to give evidence of number. With more than five originally, I don't think it is of much consequence which of the small cards I lead, but I am prepared to lead the fourth best of those remaining in hand, if I have four, and Mr. Trist and other authorities agree. The lead of ten, from king, knave, ten, etc., is exceptional, in that it defies classification with other leads, and the subsequent play also defies classification. —"*Cavendish*" [*L. A.*]. *Whist, Feb., 1895.*

AS TOLD BY FOSTER.—"American leads," as they are called, may be divided into three parts, none of which originated in America: 1. The lead of the penultimate and antepenultimate. "Cam," about 1860, suggested the lead of the lowest but one, when holding suits of five or more, not headed by an honor. This was published in 1865. "Cavendish," in the *Field*, November, 1872, suggested the lead of the lowest but one from all suits of five or more when a high card was not led originally. Drayson, in 1879, for the first time, proposed the antepenultimate, stating that he had played it for several years previously. From an American player, N. B. Trist, came the suggestion to count from the top instead of the bottom. The idea had already been suggested in the *Westminster Papers*, eight years before (see vol. 7, p. 189, January, 1875). 2. The principle of long and short jumps, fully explained in F. W. M., pages 40 and 42. This has been so long a part of the game that it is not peculiar to any system of leads. It is given in early editions of "Cavendish" long before American leads were heard of. 3. The unwritten fourth rule of American leads, which involves the most radical changes in all leads from high-card combinations. In the fourth edition of ["Cavendish's"] "Whist Developments," pages 7 and 17, the first two rules are given, and the third on page 29, all in red ink; but the most important of all is in a two-line paragraph at the bottom of page 17. This hitherto unpublished fourth rule of American leads is as follows: "Never lead a king if you have more than four cards of the suit." This * * * is "Cavendish," pure and simple, with nothing American about it. For the sake of clearness, I have always called the system of leads which the adoption of this fourth rule entails, the anti-king leads.—*R. F. Foster* [*S. O.*], "*Duplicate Whist and Whist Strategy*," *1894.*

AS TOLD BY PETTES.—The history of American leads is as follows: Six years ago in April, an illustrated hand of whist, by "N. B. T.," of New Orleans, was printed in the London *Field*. In it,

A held ace, queen, knave, ten, seven, of a suit, and he led first ace, then ten. It was the germ of a revolutionary plan. "Cavendish" annotated the hand, and, as his comments clearly show, did not suspect the announcement of the fourth-best card. In June Mr. Trist printed another hand, in which A leads the original fourth best, and Z is made to lead first ace, then fourth best. Two weeks later "Lincoln's Inn" furnished a hand in which A leads first ace spades then two spades, holding three more, and Y, holding ace, king, queen, seven, six diamonds, plays ace, then king, then queen. No adverse comment to either mode of play is editorially made. Mr. Trist, a few weeks later, in a letter to the *Field*, proposed that after the head of a suit had been quitted, the next lead should properly be the original fourth best, showing *exactly two cards higher*. "Cavendish" wrote that "to formulate such a rule would be more difficult than Mr. Trist expected." Mr. Trist printed his illustrated play of the original fourth best, in defense of his position, in May, 1884. That "Cavendish" had not at that date agreed to its supremacy is evident, for in June following "Cavendish" printed one of his own hands, leading the penultimate from a suit of seven cards.

Mr. Trist, having promulgated his plan of the leads of ace, then fourth best, and of original fourth best, and having clearly shown to the satisfaction of first-class players everywhere that his system was to supersede all others, printed his explanation of the manner in which the original leader, when he became second, third, or fourth player, should use his equal trick-making cards. He says: "As some of your readers may not be familiar with the American rule, I state it as follows: 'On the second round of your suit which you originally led, if you remain with two high indifferent cards, both of which your partner can infer to be in your hand, play the higher if you opened a suit of four cards, the lower if a suit of five or more.'"

Meantime, while Mr. Trist was presenting his American leads, he was met by the most determined opposition. The vituperative articles he distilled in his mental alembic. The following remarkable passage in one of his letters admits of no reply: "The great majority of players lack the quick perception which will enable them to take full advantage of the information imparted, but this is no reason why really first-rate players should be deprived of that information."

"Cavendish" and some others began to see that the American system of leads must displace that to which they were accustomed, and they frankly made known their opinions. But the jealousy against Mr. Trist crept out among many of the English players. Some of them wanted that "Cavendish," because he had previously used the penultimate, should share the credit. But the editor of the *Field* would not have it so, and says of "N. B. T.": "Surely a man who conceives a general principle of play stands on a higher pedestal than one who proposes a special course in special instances."

One of the English player-writers advocated the claim of "Cavendish" to a share in the authorship of American leads, on the ground that he had proposed a knave from a queen, knave, five in suit. The editor of the *Field* very properly said to him: "You might as well credit Hoyle with the authorship of the American leads because, in 1742, he proposed the lead of knave from king, queen, knave, and two others." And the editor of the *Field* does not hesitate to state with emphasis: "The formulation of a general principle of play was first proposed by N. B. T. To him is due the extension to other cases, and the credit of the generalization."

Mr. Trist gives "Cavendish" much praise for his assistance in the publication of his plans In a letter to "G. W. P.," Mr. Trist says: "It is a source of great satisfaction to me to see that American leads meet such hearty approval." And he adds: "'Cavendish' of his own accord has admirably analyzed the unblocking system of the third hand, and he should have the credit, by his earnest efforts in the *Field*, magazines, and lecture-rooms, of getting American leads adopted by the best players." The unblocking system is as old as Folkestone, but its application in the very extended analysis in "Whist Developments" is, on the part of "Cavendish," ingenious, and, before the recent introduction of the "New Play," was well-nigh exhaustive.

The enmity to anything original, however good, did not abate among the English players. On the twenty-fourth of January, 1885, "Merry Andrew" arranged a hand which by the order of American leads might lose a trick, and, placing out of view the whole value of information given to partner, insisted upon leading the lowest card from a suit of six. On January 10, 1885, "Mogul," one of the "uncompromising bull-dogs," who "agree to nothing," whose "personal rights are paramount to all considerations" (the quotations are the words of one of "Mogul's" contemporaries), determined not to acknowledge whatever could be considered an innovation upon a plan that, once having been thought proper, must be forever defended, argued in the *Field* that A, holding queen, ten, eight, seven, four, two of a suit, should

lead the two. "Cavendish," who had been converted to the new theory, endeavored to show him that even the "Cavendish" idea of the penultimate lead would not answer, but that the American lead of the seven was the only proper lead to make.

"Cavendish" tells "Mogul," as "Mogul" states, "with the tone of an absolute whist dictator, that the penultimate is to be abolished altogether—that it will abdicate in favor of the card of uniformity, the fourth best." "Mogul" says: "'Cavendish' twits me with being, as regards my view, a minority of one, but this only proves his ignorance of the views of the players. Does he think his disciples constitute the entire world?"

From a letter of an American whist-player we quote: "The short-whist players seem to have an idea that Hoyle patented whist, and that his patent having expired, 'Cavendish' alone sells the manufactured article." And there are those who cry: "Hoyle is great, and 'Cavendish' is his prophet!" But "Cavendish," on the evening of Wednesday, February 25, 1885, in the drawing-room of the United Whist Club, in London, read his lecture upon American leads, advising their adoption because of their superiority, and stating that "they owed their full development to Nicholas Browse Trist, of New Orleans, U. S. A."

American leads were adopted in this country, and put into practice immediately upon their announcement. The fourth best, as a matter of principle and play, and not as a penultimate card, merely indicative of one lower held, was instantly in favor here among the best players.—*G. W. Pettes* [*L. A. P.*], *"American Whist Illustrated."*

As told by N. B. Trist.—N. B. Trist, the father of American leads, gives their history in an exhaustive and most interesting article in *Harper's Magazine* for March, 1891. He begins by calling attention to the fact that the great majority of players have rather confused ideas as to the time when some of the most important features were incorporated into the game. Laboring under the impression that all there is good in whist has been introduced in comparatively modern times, they are surprised to learn that a good many of the rules, as laid down by Hoyle, are now followed by them in daily practice. Among these is the rule laid down in his book, in 1742, that with king, queen, jack, and two or more small cards, the jack should be led. The rule that when returning partner's lead, you should play the higher card having but two remaining, and the lowest having three, is also old, having been first printed by Payne. The next important development was the call for trumps, and then came "Cavendish," with his protective discard from strength (1867), the penultimate lead from suits of more than five cards (1872), the echo of the call (1874); and on September 11 and October 16, 1875, he published in the *Field* two articles which, to Mr. Trist's mind, "are so important as forerunners of the present system of American leads, showing what was then 'in the air,' as it has since been called," that he quotes from them at length.

"From ace, queen, knave, and two or more small ones," said "Cavendish," in one of these articles, "the proper lead is ace, then knave, instead of the usual ace, then queen; because, with five of suit, you want partner, if he held king and two small ones originally, to put his king on second round." He also says: "The usual lead from ace, queen, knave, ten, is ace, then queen. This, however, is wrong, as it is not the game for partner to put king on queen led after ace, he having king and two small ones originally. He, therefore, blocks the suit on the third round. The proper lead from ace, queen, knave, ten, with or without small ones, is ace, then ten. * * * The partner of the player who leads ace, then ten, should put the king on the ten—in plain suits—if he had three originally, but not if he had four. Hence * * * the third player's hand can be counted when he has the king." He then proceeds to show that, by a parity of reasoning, the proper lead from the queen, knave, ten combination is queen, then knave, with four in suit; and queen, then ten, with more than four.

"These leads," says Mr. Trist, "were evidently so correct that they found immediate favor. They are introduced in the eleventh edition of 'Cavendish on Whist,' 1876. From the foregoing," he adds, "it would appear that a great whist advance was made between the years 1867 and 1876."

Drayson's recommendation, in 1879, of the lead of the antepenultimate from a suit of six cards, is next noticed. Drayson "furthermore suggested, with ace and five others, to lead the ace, then the smallest but one—that is, the original *fifth* best. This, to some extent, foreshadowed American leads, although the object of the Drayson rules was solely to show number. In the *Field* for April 8, 1882, the same author suggested that, when the trumps were all out, the play of an unnecessarily high card would be a direction to change the suit. He argues that the call for trumps is, in reality, a command to 'change the suit to trumps;' consequently when, the trumps being all out, you play an unnecessarily high card, you can only imply that you want the

suit changed to another plain suit. This suggestion appears to be sound, and will no doubt be eventually adopted as a rule of play by advanced players.

"In three articles, the first of which appeared in the *Field* of April 28, 1883, Dr. William Pole applied the laws of probabilities to the ever-vexed question of the play of the king and a small card, second hand, with the result of confirming the practice of playing the small card, as a general rule."

With these preliminaries Mr. Trist approaches the epoch of American leads; and first of all he states the rules by which they are governed, as follows:

"1. When you open a strong suit with a *low card, lead the fourth best.*

"2. When you open a strong suit with a *high card*, and next lead a *low card*, lead the *original fourth best, ignoring in the count any high card marked in your hand.*

"3. When you remain with two *high indifferent cards*, lead the higher, if you opened *a suit of four; the lower*, if you opened a *suit of more than four.*

"Rules 1 and 2," he continues, "are component parts of the principle governing the original lead, which demands that it should be from the longest suit, inasmuch as they provide a system which points out the card to be uniformly led from the long suit, under the contingencies mentioned in those rules. The selection of the particular card to be led is not purely arbitrary, but is founded on reason." This he next demonstrates, saying among other things:

"A suit of four cards is considered to be numerically strong, because it contains a number of cards over the average due to each player. It is the long suit of minimum strength, and therefore is the one held most frequently. It is, so to speak, the type of the long suit.

"One of the results of opening a four-suit from the bottom is, that the leader remains with three cards higher than the one led. The information contained in this simple fact is very important, as it often enables the partner of the leader to place certain cards in his hands."

The opening of a four-card suit thus affording valuable information, he asks, "can not this information be imparted in the opening of long suits containing more than four cards? The solution of the question is simple: Bring that class of cases under one system and *treat every long suit opened with a low card as if it contained four cards only: therefore, lead your fourth best*, and the rest follows.

"The second branch of American leads, which comes under rule 3," continues Mr. Trist, "relates to the lead of high indifferent cards, marked in the player's hand, and is based on the principle that with such cards, in opening suits of more than average numerical strength, the aim should be to get the master card out of partner's hand so as to free the suit. This priniciple is at least as old as Hoyle, and he put it in practice, as we have seen above, by directing that, with king, queen, knave, and two small ones, you should begin with the knave, and giving the reasons for so doing. This was an isolated case, which 'stood alone in its glory,' until 'Cavendish,' carrying the principle one step further, introduced, in 1875, the modification of the three leads quoted above."

In July, 1883, Mr. Trist proposed another, in a letter which he wrote to "Cavendish," and in which he says: "With a suit headed by king, knave, ten, the lead of the ten forcing out the queen, I always follow with king when I had originally five or more. I have no book authority for this, but I find it gives my partner valuable information." In publishing the letter, "Cavendish" said he had submitted the lead to several good players, and they were all of the opinion that it was correct and justifiable. The idea was susceptible, however, of being carried still further, and in March, 1884, Mr. Trist sent to the *Field* a short article in which he suggested the adoption of the now generally accepted rule for the play of high indifferent cards, arguing that it was based on the extension of a recognized principle, and giving a number of examples. He comments as follows:

"Mark how slowly the application of a whist principle seems to work itself into the human understanding. Hoyle gives an isolated case—king, queen, knave lead—involving a principle. One hundred and thirty-odd years elapse before 'Cavendish' applies it to other leads; eight years more go by before the principle is extended to another isolated case—king, knave, ten example; and it takes another twelve months' mental incubation to bring forth the generalization of the principle. What appears to be specially worthy of note is the fact that the king, knave, ten example was before the best whist-players of the world for several months, and not one of them seems to have perceived that it was but the application to one case of the extension of a well-established principle, and which was susceptible of being generalized so as to embrace numerous cognate cases.

"During the interval between the publication of the two articles on the lead of high indifferent cards, I furnished to the *Field* a letter on 'the penultimate lead on the second round of the suit' in which the penultimate was recommended as the proper lead after quitting the head of the suit, in order to show number. In commenting on this suggested method of

play, 'Cavendish,' in a *Field* article, after giving one favorable position and two unfavorable ones, concluded by saying: 'If N. B. T. will class the cases after analysis in which a trick cannot be given away by his method, and can thence formulate a plain rule of play, I think his proposed method might be advantageously employed. Perhaps he will kindly try his hand at this, and send result to the *Field*. I think, however, he will find it more troublesome than he expects.'

"This elicited the suggested analysis published in the *Field*, April 5, 1884, the result of which was the formulating of a rule of play which would leave a never-varying interval of two cards between the card first led and the one led to the second round; afterward put in a more concise way by directing the follow of the 'original fourth best.'

"The lead of the fourth best when opening a suit with a low card was not advocated by me in print, but was settled between 'Cavendish' and me by correspondence. What is not generally known —for Mr. Henry Jones has modestly kept it to himself—is that he independently suggested this rule of play in a letter which crossed one from me of the same import. In his letter 'Cavendish' said: 'I call four the normal number in strong suits. It is the type; more than four is very strong. Treat every suit (except ace-suits and king, queen, knave-suits with five) as though you held only four, without the supernumerary small cards.' I wrote: 'Treat every long suit as if it were originally the ordinary long suit of four cards; consequently, lead the fourth from the top, or drop down to the fourth from the top, on quitting the head of the suit.'

"It seems from the above that our ideas on the subject ran parallel, and whatever credit may attach to the introduction of the fourth best when a low card is led, 'Cavendish' is certainly entitled to his share of it.

"For some time after the publication of the articles in the *Field*, nothing more appeared in print on the subject. In the meantime it was evident from the letters of Mr. Jones that 'American leads,' as he called them, were growing in his estimation. He wanted me to publish them in pamphlet form, but not being inclined to do so, I left it for him to champion the leads, and so on the ninth of August, 1884, there appeared in the *Field* the first article on American leads by 'Cavendish,' in the introduction to which he said: 'Having satisfied ourselves that these leads are sound and in harmony with general principles of play, and that they are advantageous to those who practice them, there is evidently but one course open to us, viz., to give them our unqualified support.' In this, and in two other articles which followed during the same month, he explained the whole system of American leads in a clear and forcible manner, which must have carried conviction to any unbiased mind.

"That an unknown individual, signing himself N. B. T., was suggesting some innovations to the game seemed to be a matter of perfect indifference to the conservatives, who paid not the slightest attention to his articles; but when 'Cavendish' declared that he intended to give his unqualified support to American leads, the mediæval division of players rose up in arms against the proposed improvements.

"'Mogul,' a whist celebrity, put on his war paint, and made some savage attacks in the *Field* on American leads and their authors, denouncing the leads as 'abominable modern inventions.' 'Pembridge,' the clever author of 'Whist, or Bumble-puppy?' rushed into print with 'The Decline and Fall of Whist,' in which he gave vent to his pent-up feelings 'of abhorrence of the recent proceedings of the new academy;' and several of the lesser whist lights also entered the lists against American leads.

"The denunciations of these parties did not in the least alter 'Cavendish's' opinion, for he continued to champion American leads in every possible manner. In February, 1885, he delivered a lecture on the subject to a large gathering of prominent whist-players, in the drawing-room of the United Whist Club, in London, a summary of which appeared in the New York *Spirit of the Times*, March 14, 1885. The following month he published, in the same paper, an article entitled 'Mr. Barlow on American Leads at Whist,' containing an instructive lesson under the guise of a clever travesty of the old-fashioned style of 'Sandford and Merton,' and of the pompousness of Mr. Barlow, who did not forget to back up Harry and snub Tommy, as was his habit. In December of the same year he published an article on American leads in *Bailey's Magazine*, and, finally, after the *pros* and *cons* had been pretty thoroughly threshed out in the *Field*, he incorporated the whole system of American leads in the sixteenth edition of his 'Laws and Principles of Whist,' 1886, the recognized text-book of the whist-player. From that moment the future of those leads, as a permanent feature of the game, was assured."

American Leads, Objections to.—The four most conspicuous opponents of the American leads among whist-writers of acknowledged ability were: "Mogul"

(Matthias Boyce), R. A. Proctor, and "Pembridge" (J. P. Hewby), in England; and R. F. Foster, in America. Bitter, indeed, was the war of words which these gentlemen waged upon the new system of leads, from its first promulgation. "Pembridge" wrote his "Decline and Fall of Whist" for the purpose of combatting the rapidly spreading heresy, and "Mogul" was savage in his denunciations, declaring that "the modern signal-game is fit only for sharpers and rogues, who may constantly play together and invent their own signals. It is," he continued, "putting the cart before the horse to say that the old rules for leading, etc., were devised to give information; the fact being that such rules are the result of calculation and experience as to the best chances of trick-making, and the inferences made from the play are rational and logical deductions, and not merely conventional knowledge." He insisted that arbitrary conventions were not only useless from a trick-making standpoint, but an insult to the intelligence of partner, who must be assumed so stupid that he can do nothing without special directions. If the system is known to all the players at the table, why not announce the combination by word of mouth? "Partner, I have six clubs, ace, king, queen, at the head." This, he argued, is done in several card games, notably, *manille*, which closely resembles whist; and he further quoted, as a precedent, that in the old game of *triomphe*, or triumph, the partners could show their hands to each other. Proctor attacked the new system in numerous essays, among others in *Longman's Magazine* for April, 1886. Mr. Foster, on this side of the water, also carried on a determined warfare against the new system; but so strongly in its favor was the weight of public opinion, swayed by the logic of "Cavendish," Trist, Ames, Hamilton, and other well-known advocates, that the doughty champion of the old leads incorporated in his own works on whist dissertations on the heretical leads, and instructions how to learn them. Mr. Foster has not only constantly opposed the new leads on theoretical grounds, but he has sought in every way to belittle the work of "Cavendish" and Trist in inventing and perfecting the new system, claiming that there is, practically, nothing new in it. In one of his recent articles in the *Monthly Illustrator*, he says of the leads: "The author had the pleasure of discussing them with Mr. Loraine Baldwin, the author of 'The Laws of Whist,' and in his day one of the most distinguished players in England. He could not see the slightest advantage in the new leads, and said none of the best players of his acquaintance had adopted them. Mr. Trist, on the other hand, thinks their introduction 'marks a great whist advance.' 'Pembridge' says the advance is toward the decline and fall of whist."

Owing to the uncertainty on the first round as to what combinations American leads may be from, those adopting them are taught never to trump the first honor led by their partners, and never to begin a trump signal with only two cards. Of course, the longer the suit, the more probability of some one being void of it, and many are the tricks lost by failing to trump the queens of American-lead partners.—*R. F. Foster* [*S. O.*].

"American leads" are a jumble of inconsistencies. They are not American at all, having been unsuccessfully urged upon the attention of whist-players several times during the century; always by Englishmen in English works and papers. They are called modern, but they were first suggested ninety years ago. They are called scientific, but they

will not stand the most superficial comparative analysis. They are said to give more information than the old leads, but it has been conclusively shown that they do not give as much. They are said to have been invented for the sole purpose of showing the number of cards in the suit, but their inventor says they were designed solely to avoid unblocking on the king. They are said to take the place of the old leads, and to necessitate anyone who has learned those "unlearning" them in order to play the modern game; but no one can play the American leads with less than five cards in a suit, so they all have to learn the old system, in order to know the leads from the more common suits of four cards. They are said to be the most "complete, harmonious, and perfect system of play ever invented;" but their advocates are continually suggesting new remedies for their admitted defects, and their original inventor, "Cavendish," even goes so far as to acknowledge that he thinks the second maxim is a fallacy. They are said to have been adopted by all the best players, but the players who have adopted them have lost every duplicate whist match on record, in which they have been opposed to players of the old leads.—*R. F. Foster* [*S. O.*] "*Whist Manual*" (*third edition*, *1896*).

When "Cavendish" visited this country he met most of our strongest players, and he stated it as his opinion that Mr. Harry S. Stevens, of the Chicago University Club, was the best player he met in America—an opinion which is well supported by Mr. Stevens's enviable record as a successful tournament player. Judging from the published examples of his play, he is a staunch adherent of American leads: yet here is a [quotation from a] letter from him which will surprise many of our leading players:

"I am glad of the opportunity of stating my position to you. I have felt from the beginning that for whist-players of the best class, the number-showing leads would prove a positive injury to the game. It seemed to me that the very fact that they would furnish an easier method of counting partner's hand was, for players of the highest order, against them; for they then must handicap in some degree the finer whist perception which, before their adoption, was accustomed to count the hands, not from any such manifest indications, but from the more difficult data afforded by the fall of the small cards. As I wished to give them a thorough trial before making up my mind in regard to them, I have used them in my play. But the more I use them, and study their use by others, the more firmly I am convinced that my first impressions in regard to them were sound."

Coming from such a well-known player, this is a very strong argument against American leads. At the same time, we should be very sorry to see them set aside, for it is unlikely that we shall ever again have such a powerful recruiting agency. In the whist literature of the past few years we find a vast army of writers and players upholding American leads as the quintessence of scientific whist. Opposed to them we find a single author who has consistently fought for what he considers the more intellectual game—the old leads, with an occasional resort to the short suits. The advocates of the new leads base their argument chiefly on their almost universal adoption in America; but to our mind this only goes to support our assertion that the great majority of whist-players are still in the preliminary stages of their development.—*R. F. Foster* [*S. O.*], *New York Sun*, *January 12*, *1896*.

There are only four combinations of cards affected by the new system of leading, which are as follows:

[(1) Ace, king, queen, jack, and another; (2) ace, king, queen, and two others; (3) ace, king, and three others; (4) king, queen, and three others.]

Under the old system these were all king-leads, and if the player adopts the system of unblocking on the king, they are still king-leads, according to "Cavendish," who says that failure to unblock on the king was the only reason for changing them. The name, "American leads," originated with "Cavendish," and was given as a sub-title to his "Whist Developments," published in 1885. The work contained no mention of American leads, as we understand them, but on page 83 an attempt was made to show that it was unsafe to unblock on a king led. Not until some years afterwards was it proposed to invite the partner to unblock by not leading the king, the present system of leads being invented for that purpose. The system has been widely advertised and tried. In England it has been rejected as confusing and unnecessary, but in America it has been very generally adopted, even by good players. When it was found that it was not unsafe to unblock on a king led, the apologists for these leads claimed that they should still be retained because they gave "fuller and clearer information." This also has been shown to be a fallacy, because they give no definite information on the first round, and add little to the old leads on the second. The chief objection to them is that they necessitate a backward game, for the partner must refuse to trump any

original lead of a high card, and cannot safely begin a signal on the first round. If we carefully study these new leads, we shall find them easily learned by the application of the following rules, the first of which might be called the fourth maxim of American leads: Never lead a king if you have more than four cards of the suit. Having applied this rule, we shall find that the following will enable us to lead correctly from any of the four combiuations under consideration: Always lead the lowest of your head sequence.—*R. F. Foster* [*S. O.*], "*Whist Manual*" (*third edition, 1896*).

"American leads" propose a systematic course when opening the strong suit at whist, thus bringing the whole scheme of leading within the purview of general principles. Three objections have been urged against the adoption of American leads:

(1) That they complicate the game. It is no objection to an intellectual game that it exercises the minds of the players. There is yet another answer to this so-called "objection," viz., a simple denial of its truth. Seven years' experience has caused many thoughtful players to conclude that American leads simplify the game; and others admit that, at least, the complication argument has been grossly exaggerated.

(2) That they seldom affect the result. The explanation is that American leads add little which is new to the game. They rather aim at consolidating the old practice, and at extending a law of uniformity to cases not hitherto provided for.

(3) That the precise information afforded may be of more use to the opponents than to the leader's partner. Under similar whist conditions, it is an acknowledged advantage to convey information of strength, notwithstanding that it is published to the whole table. It seems unlikely that a player will be at a disadvantage, in the long run, because he imparts *too much* information. No further answer could be made to this objection on the first introduction of American leads. Now the necessary experience has been obtained, it may be stated without fear of contradiction, that no players who have once adopted these leads have voluntarily relinquished them, on the ground that the adversaries have benefited more than the leader and his partner, in consequence of the information afforded.

No doubt, moderate players may lack the quick perception which would enable them to take full advantage of the American maxims. This is no reason why better players should be deprived of that advantage. Beginners can at least be drilled into playing according to rules which practical experience has shown to be sound in theory. Whether the student will be able to profit by the application of such rules must depend upon his aptitude for the game. At all events, he may easily learn to speak its language intelligibly, for the benefit of partners who understand it.

Two cautions are necessary to the would-be American leader as regards the use to be made by the adversaries of the information given. The first is, that these leads are valueless unless partner is a player who counts the cards and who is prepared to unblock the long suit in the manner detailed in this volume. The second is, that when the opponents have shown considerable strength in trumps, and especially when they have the command, it is not advisable, in many cases, to provide them with opportunities for counting, with precision, the unplayed cards in the weak hands. This is a matter of judgment, for which no general rule can be laid down.—"*Cavendish*" [*L. A.*], "*Whist Developments*" (*fourth edition, 1891*).

"American Whist."—This term was brought into prominence by George W. Pettes, the first American to publish an original work on the game. Mr. Pettes was an enthusiastic advocate of American, as distinguished from English or foreign, whist. He was one of the first in this country to play the now generally accepted game of seven points without honors; and while his writings and ideas have not lacked opposition and criticism, in some respects, even in his native land, there can be no doubt of their interest and value, or of the influence which they have exercised upon the development of whist in America. It seems to have been his ambition to have all the improvements and systems of play in this country united under the name of American whist, with himself as special advocate and defender. In conformity with this idea, he incorporated the American leads as part of his system, supplementing the labors of Trist and "Cavendish" with what he called the "New Play" (*q. v.*). The material differences between his

system and the American leads proper were as follows: Leading ace also from ace, queen, ten, nine; and from ace, jack, ten, nine. Leading queen from queen, jack, and two below the seven; and from queen, jack, nine, and two or more. Leading jack from jack, ten, nine, and one or more; and from jack, ten, and two small. Leading ten from ace, king, queen, jack, and ten only; from king, queen, jack, ten, and one or more; and from king, jack, ten, and one or more. The nine he treated as a high card, and led from a single combination—king, jack, nine, with or without others (except ace and queen).

Short whist, not counting honors, as played in America and France, is known as American whist. It is played now a good deal in England, and is there growing in favor.—*A. J. McIntosh* [*L. A.*], "*Modern Whist*," *1888*.

In 1878, the Berkeleys, of Boston, framed a series of orders to govern the revision of long whist, and called the new play the American game. In 1889, the Deschapelles Club, of Boston, adopted a completed code of laws for the government of American whist.—*G. W. Pettes* [*L. A. P.*], "*American Whist Illustrated*."

About ten years ago a small club was formed in Boston, whose members, having great respect for the creed of the Folkestone circle, determined to study whist to the promotion of a like purpose, the glory of the game. Study convinced them not only that it was necessary for the development of the power of the cards that all of them should be played, but that it was not essential to shorten the game by giving points to cards which did not make tricks. They adopted James Clay's golden maxim, "It is of more importance to inform your partner than to deceive your adversary;" and his precept, "The best whist-player is he who plays the game in the most simple and intelligent way." They believed that the laws for that player should be simple and intelligible, and framed a code of distinguished difference from the voluminous one that regulates the English play. Their method was at once prepared for assimilation with and acceptance of improvements and inventions which were somewhat rapidly to follow each other, and which were destined to be of the first importance to the permanency and credit of the game. The discard from the strong suit upon the opponent's trump play, the lead of the penultimate, and the echo of the call had been incorporated into the play of both long and short whist; but it was after the introduction of the amended and revised game, in practice in this country, to which these students gave the name of American whist, that the leads of ace, then king, if no more of the suit are held; of king, then knave, from the four honors; and of the nine when king and knave, and not ace or queen, are in hand, were adopted as standard plays in the best-ordered game.—*G. W. Pettes* [*L. A. P.*], "*American Whist Illustrated*."

American Whist League.—This great organization, to which more than to any other one cause may be ascribed the wonderful popularity which whist enjoys in this country, was formed at Milwaukee, Wis., April 14–17, 1891. It was the outcome of the enthusiasm in whist play aroused by the Milwaukee Whist Club—the first at which whist was exclusively played at the time. Its high standard of play, and its almost unbroken line of victories over all the teams that could be mustered against its chief players, had given it deserved prestige at home and abroad, so that when it issued an invitation to the lovers of whist in America, to meet in the first whist congress ever held, the response was hearty and general. The leading spirit in the movement was Eugene S. Elliott, the founder of the club, and he is universally honored now as the founder of the League and its first presiding officer.

The opening session of the congress was called to order, in the Ladies' Athenæum building, by Cassius M. Paine, president of the Milwaukee Whist Club, and Mr. Elliott was made temporary and then permanent chairman. Twenty-five clubs were represented, and at various times, during subsequent

sessions, thirty-nine clubs participated, being represented by eighty-three delegates. The work of the congress included the appointment of a committee which formulated a code of laws for the American game, differing in many important respects from that in force in England. Another important action was the adoption of the following resolution, offered by A. G. Safford: "*Resolved*, That the First American Whist Congress, while it does not assume to dictate to the players of the game of whist whether or not such players shall lay wagers upon the result of the game, hereby declares itself of the opinion that betting on the result of the game by players or outsiders is contrary to good morals, tends to injure the game, and to deteriorate the style of play." The congress also recommended the American leads, as set forth in the appendix of the eighteenth edition of "Cavendish," as the system for the interplay of League clubs.

One of the most interesting features of each annual congress of the League are the matches played by individuals and clubs. At the first congress, the straight whist match, twenty-six tables, Milwaukee *vs*. Visitors, was won by Milwaukee, by a score of 1525 to 1258. The Streeter diamond medal, for highest individual score at duplicate play, was won by E. Price Townsend, of the Hamilton Club, Philadelphia. The duplicate whist match, Orndorff system, two tables, twenty-four deals, Milwaukee *vs*. Visitors, was won by the visitors by one trick. At this congress the celebrated Hamilton Trophy (*q. v.*) was tendered to the League by Dr. M. H. Forrest, of the Hamilton Whist Club, Philadelphia, and duly accepted.

Henry Jones ("Cavendish") and N. B. Trist were elected honorary members. Of the thirty-nine clubs represented at the congress, twenty-five joined the League, which was organized with Eugene S. Elliott as president, as did also twenty-three clubs not represented at the congress, thus making the total membership forty-eight clubs at the end of the first year.

The Second Annual Congress.— At the second congress, held in New York, July 19–23, 1892, with an attendance of two hundred and thirty-eight delegates and sixty-nine alternates, representing thirty-four clubs, the laws governing the American game, adopted at Milwaukee, were revised, as was also the League constitution, and Eugene S. Elliott was unanimously re-elected president. Sixteen clubs participated in the first match for the Hamilton Trophy, and in the final contest the Hamilton team and the Capital Bicycle Club team were tied for first place. The tie was played off at the next congress, when the Capitals, consisting of Messrs. Low, Wooten, Barrick, and Borden (the latter two taking the places of Messrs. Bingham and Eakin in the previous play), came off victorious.

The total membership reported at the second congress was 69 clubs.

The Third Annual Congress.— The third whist congress was held at Chicago, June 20–24, 1893, and was attended by two hundred and eighty-four delegates and fifty-three alternates, representing forty-six clubs. At this congress the work of the previous gatherings was perfected, the laws of whist being again revised and adopted, together with the etiquette of whist. Eugene S. Elliott was again elected president. The match of Chicago *vs*. All-Americans, duplicate whist, eighty players on a side, was won by Chicago, by nineteen tricks. In

the match of Chicago *vs.* All-Americans, straight whist, the visitors won by one hundred and thirty tricks. The first prize went to Messrs. Hinsley and Carleton, of the Carthage Whist Club, and the second prize to Messrs. Flint and Norton, of the Chicago Whist Club. The Hamilton Club Trophy (eighteen clubs entering) was won by the following team from the Minneapolis Chess, Checkers, and Whist Club: J. H. Briggs, J. F. Whallon, O. H. Briggs, and George L. Bunn. The contest for club pairs (twelve clubs entering) was won by the Capital Bicycle Club, of Washington. The free-for-all match, duplicate whist, progressive pairs, was won by W. H. Hawes and J. H. Baldwin, of the Chicago Whist Club. During the year five clubs withdrew or disbanded, and thirty-one joined, making a total of ninety-five when the next congress assembled at Philadelphia. There were thirty-six independent whist clubs; eighteen of which were departments of other clubs; three chess, checkers, and whist clubs; five athletic clubs, and thirty-three social clubs. The ninety-five clubs were situated in sixty-four cities and towns, in twenty-three States and the District of Columbia. The total membership of the clubs was 14,455, out of which 5166 were active whist-players. There were also five honorary members of the League—Henry Jones ("Cavendish"), N. B. Trist, Fisher Ames, William Pole, and A. W. Drayson—and fourteen associate members.

The Fourth Annual Congress.—At the fourth congress, held at Philadelphia, May 22–26, 1894, the laws of duplicate whist were adopted. At this meeting there were present about four hundred and forty-four delegates and forty-seven alternates, representing fifty clubs. Captain John M. Walton, of Philadelphia, was elected president, to succeed Eugene S. Elliott, who, having served continuously from the organization of the League, declined further election. The organization of State leagues of whist clubs and inter-State leagues was suggested. The Hamilton Club Trophy (twenty-three clubs entering) was won by the following team from the University Whist Club, of Chicago: J. L. Waller, W. Waller, J. H. Baldwin, and H. Trumbull. The progressive match for fours (twenty-nine teams entering) was won by the Albany (N.Y.) Whist Club. Individual prizes went to E. L. Smith and B. Lodge, Jr., of the Albany Club, and Messrs. Walker and Stafford, of the Hyde Park Whist Club. The American Whist League Challenge Trophy, played for the first time (sixteen clubs entering), was won by the following team from the Minneapolis Chess, Checkers, and Whist Club: J. H. Briggs, O. H. Briggs, W. H. Wheeler, and W. G. Bronson, Jr. The straight whist match (one hundred and twenty-four players) was won by E. C. Howell and L. M. Bouvé, of the American Whist Club, Boston. In the progressive match for pairs (fifty pairs entering), the winners were: Messrs. Taylor and Harban, each eleven tricks ahead of average north and south score; and Messrs. Evans and Russell, ten tricks ahead of average east and west score. The record prize was won by the University Whist Club, of Chicago.

During the year eleven clubs withdrew or disbanded, but forty-four were added, making the total membership one hundred and twenty-eight. These clubs were situated in eighty-seven cities and towns, in twenty-five States and in the District of Columbia. New York State had twenty-eight clubs, in

eleven cities or towns; Illinois, thirteen, in eight cities or towns; Pennsylvania, eleven, in two cities or towns; Massachusetts, nine,in seven cities or towns; California and Wisconsin, seven each, in six cities or towns each; Missiouri and Indiana, six each, in five cities or towns each; Michigan and Minnesota, five each, in five cities or towns each; New Jersey and Iowa, four each, in four cities or towns; Rhode Island, four, in two cities or towns; Washington, three, in three cities or towns; Oregon, three, in one city; South Dakota and Nebraska, two each, in two cities or towns; Delaware, Maryland, North Carolina, Mississippi, Louisiana, Ohio, Tennessee, and West Virginia, one each. Brooklyn had fourteen League Clubs; Philadelphia, ten; Chicago, six; Providence, Albany, Boston, New York, and Portland, Ore., three each; Indianapolis, St. Louis, Oakland, Cal., and Milwaukee, two each. The clubs represented in the League had a total membership of 21,758, of which 6956 were whist-players.

The Fifth Annual Congress.—At the fifth congress, held at Minneapolis, Minn., June 18–22, 1895, fifty-five clubs were represented by delegates, and the attendance was large, as usual. President Walton was unable to attend, much to his regret. In a letter to the congress he made the following reference to a most important subject: "As long as our contests are not prompted by motives of gain they will commend themselves to the consideration of honorable and cultured men of all ages; and to maintain the integrity of our great American Whist League, so favorably known throughout the land, the policy inaugurated of deprecating the playing for profit should be fearlessly adhered to." These words met with the hearty approval of all present. Attention was called to the fact that the League had, in February, been incorporated under the laws of Rhode Island, "for the encouragement and promotion of the study and play of whist, and for other literary, educational, and social purposes connected therewith or incident thereto." The executive committee reported the following concerning private conventions, which was adopted by the League: "The committee acknowledges the right of contestants to use any well-known and established method of play, and any original method not given a secret pre-arranged meaning; but this committee emphatically disapproves of private conventions, and defines a private convention to be any unusual method of play based upon a prior secret agreement." Theodore Schwarz, of Chicago, was elected president of the League, and Walter H. Barney, who for four years had faithfully served as recording secretary, was made vice-president; B. D. Kribben, of St. Louis, was elected recording secretary; R. H. Weems, of Brooklyn, was re-elected corresponding secretary, and B. L. Richards, of Rock Rapids, Iowa, was re-elected treasurer. A cup was donated by the Minneapolis Chess, Checkers, and Whist Club, to be used as a trophy to be played for by pairs at each annual congress. The holding of a correspondence tourney between League clubs the coming winter was approved.

The matches at the congress resulted as follows: The contest for the Hamilton Trophy for the year 1895–'96, was won by the team from the Hyde Park Whist Club, of Chicago (Messrs. Rogers, Mitchell, Walker, and Parsons), by twelve tricks. The contest for the first

possession of the American Whist League Challenge Trophy for 1895–'96, was won by the team from the Nashville Whist Club (Messrs. Shwab, Cooper, Branner, and McClung), by five tricks. In the match for club pairs, Messrs. Smith and Snow, of the Albany (N. Y.) Whist Club, were the winners. The first progressive match for fours was won by Messrs. Wood, Parsons, Mitchell, and W. J. Walker, of the Chicago Whist Club. For the second progressive match for fours, the Executive Big Four (Messrs. Morse, Weems, Wooten, and Kribben) and the four from the Hamilton Club of Philadelphia (Messrs. Work, Remak, Ballard, and Mogridge) were tie for first place, and prizes were awarded to both teams. The straight whist match was won by Messrs. Sperry and Witherle, of the St. Paul Chess and Whist Club.

During the year the League lost twenty-three clubs and enrolled thirty, making the total membership one hundred and thirty-four clubs, located in ninety-two cities and towns, with 25,765 members, of which 7208 where whist-players.

The Sixth Annual Congress.—The sixth congress of the League was held at Manhattan Beach, Brooklyn, N. Y., June 23–27, 1896, when sixty-seven clubs were represented by a large number of delegates. President Schwarz, in his opening address, made the following reference to a very important matter: "There is still another subject which I approach with some hesitation, because there is a difference of opinion as to the policy to be pursued. At the first congress Mr. Trist was not present, but he sent us a communication in which he advocated the adoption of some text-book upon the game, for the purpose of making whist what it was intended to be, a language, and every card an intelligible sentence. He said, in that paper, that if a whist-player from the East met one from the West, it should not be necessary for them to ask each other what system they played, but the cards should speak for themselves. Nothing was done at that congress, and nothing has been done since. In common with others, I hoped that after that congress there would be a blending, and that the annual meetings would have a tendency to harmonize different systems and different methods. Instead of that, however, we have been getting wider and wider apart, until to-day a whist-player cannot sit at a table with a stranger without asking him what system he plays. New conventions have arisen. The echo means two or three different things. There are a half-a-dozen different methods of discard; there are long-suit theorists and short-suit theorists, and taken altogether there is a wider difference to-day than there was at the start. Now, it seems to me that it is the duty of the American Whist League to correct this state of affairs, if it is possible. We can appoint a committee of expert players, men who have fought their way to the front, and let them sift the different methods in vogue at the present time, and recommend to the whist-players of the country that which they think is best. I do not mean by this that we should adopt any text-book upon the game, or that we should arbitrarily impose upon the players of the country any system, nor would I restrain individual liberty of action. It would be simply in the nature of a recommendation, and would tell the players of the American Whist League, and the whist-players at large, just what we thought was best, without preventing them

from playing something else, if they desired to do so." A resolution was adopted later, that the president appoint an advisory committee to consider the feasibility of carrying out the suggestion in his opening address, "that a standing committee be appointed to sift the different methods or systems of play, etc., and recommend that which, in their judgment, is the best." The president appointed as such advisory committee: P. J. Tormey, Milton C. Work, R. H. Weems, Cassius M. Paine, N. B. Trist, H. A. Mandell, C. A. Henriques, George L. Bunn, and E. C. Howell. This committee, with one dissenter only—and that one with an "if"—approved the recommendation of President Schwarz, and asked the appointment of a permanent standing committee to report at the seventh congress a system of play which, in their judgment, was the best, etc., and this was done, as follows: Committee on System of Play—Milton C. Work, Philadelphia; John H. Briggs, Minneapolis; George W. Keehn, Chicago; George L. Bunn, St. Paul; Thomas A. Whelan, Baltimore; E. A. Buffinton, Brooklyn; L. M. Bouvé, Boston.

It was announced that the act of incorporation had been amended so as to provide for the admission to the League of "voluntary associations and clubs" of foreign countries as well as those of this country. A resolution was adopted that "the Hamilton Club Trophy be and the same is hereby declared to be the Championship Trophy of the American Whist League for teams of four representing League clubs." It was also decided that it be kept as a perpetual trophy to be played for at each annual congress, and held by the club winning it until the next succeeding congress. The annual dues of associate members were raised from two to five dollars. It was decided that the committee on laws consider the question of revising the code of both straight and duplicate whist during the coming year, and receive recommendations from clubs or individuals, and formulate a report. The only change in the officers made was the election of W. H. Barney as president, and H. A. Mandell as vice-president.

The various contests at this congress resulted as follows: The Hamilton Trophy was won by the team from the Hamilton Club, of Philadelphia (Messrs. Milton C. Work, Gustavus Remak, Jr., E. A. Ballard, and Frank P. Mogridge). The A. W. L. Challenge Trophy was won by the team from the Whist Club, New York (Messrs. C. A. Henriques, W. E. Hawkins, C. R. Keiley, and E. A. Buffinton). The contest for the Minneapolis Trophy, for pairs representing League clubs, resulted in a tie between the pair from the Hamilton Club, of Philadelphia (Messrs. Paul Clayton and Arthur D. Smith), and the team from the Baltimore Whist Club (Messrs. Beverley W. Smith and A. H. McCay). The final result was determined by the trick score, and the Baltimoreans thereby won the trophy. The contest for the Brooklyn Trophy, for teams representing auxiliary associations, was won by the fourteen players representing the New England Whist Association, by nine tricks. In the first progressive match for pairs, Messrs. Faber and Rich had the high score for north and south, and Messrs. Langmuir and Stiles for east and west. In the second match, the winners of north and south were Messrs. Neuman and Bouton; and east and west, Messrs. Williamson and Britton. The

match for progressive fours was won by the team from the Baltimore Whist Club (Messrs. Thomas, Dennison, Huntley, and Dr. W. F. Smith). The straight whist match was won by Mr. and Mrs. Payot, and the match between men and women was ungallantly carried off by the former by twenty tricks. The highest scores for women were: Mrs. T. H. Andrews and Miss Bessie E. Allen, plus 3½; Mrs. Fenollosa and Miss Harrison, plus 3½; the highest score for men, W. H. Whitfeld and C. D. P. Hamilton, plus 11½.

The Seventh Annual Congress.—The seventh congress of the League was held at Put-in-Bay, Ohio, July 6–10, 1897. Sixty-eight clubs were represented, and upwards of three hundred whist-players were in attendance. Among these was a delegation from the newly-organized Woman's Whist League.

President Walter H. Barney, in his annual address, noticed the formation of four local or auxiliary leagues during the past year, namely, one in the State of Michigan, one in Tennessee, another in New York, and another under the name of the Atlantic Whist Association, consisting of clubs in the States of Pennsylvania, Delaware, Maryland, and in the District of Columbia. Two had been admitted to auxiliary membership in the League. After dwelling upon the importance of such organizations as a proper supplement to the League, and warmly commending and welcoming the Woman's Whist League, he touched upon an old but interesting subject, as follows:

"The work of the American Whist League in creating interest in good whist-play—whist in its best form—is now practically an accomplished fact; and the League should now devote its energy and efforts to the development of the game. The contests held at these annual gatherings, and the matches for the Challenge and Brooklyn trophies, with their published scores and play, are doing a work of the greatest educational value; but it falls far short of what our members have a right to expect of an organization like the American Whist League. The country looks to the League for a standard of play. The failure to meet and present a report on the part of the special committee on system of play, appointed at the last congress, is most unfortunate. Very many looked forward to this report as something which would form the beginning of a foundation upon which a more enduring structure could be erected. * * * There is a great demand for something which the young student may tie to, as agreed upon by the majority of players. * * * We need something which can be referred to as the 'standard system;' and to which all can refer their own game as presenting such and such variations. Although the work has difficulties, it should not be impossible to present some scheme which would be accepted as a standard; though, I have no doubt, there are few players who would not, in a greater or less degree, vary from it in some particulars.

"It seems to the chair that the League should go further in the work of assisting its members and the thousands of students of the game. We ought to use our great organization for a more systematic study of the game. Our efforts should be combined; the results of those efforts should be classified. Thousands and tens of thousands of experiments are tried almost daily in clubs of the League, and the results are kept in a most limited circle. Still more would be

tried, if the results of those experiments could be made more generally useful."

Upon the president's recommendation, vacancies in the committee on system of play were filled, and the committee was asked to report at this congress. The committee, as thus constituted, consisted of George W. Keehn, Lander M. Bouvé, E. A. Buffinton, W. G. Bronson, Jr., Charles F. Snow, and H. A. Mandell.

The most important thing done in the way of legislation was the revision of the laws of duplicate whist, the laws of straight whist being left untouched. The report of the committee on laws contained the following explanation for this action:

"During the past year very many changes in the code have been submitted to and considered by your committee, but after careful deliberation the committee is unanimously in favor of leaving wholly unchanged the present code, which is the work of masters, and which has been in existence for four years, giving, upon the whole, entire satisfaction. Tinkering and tampering with such a code is to be deprecated, and we believe that no change should ever be made in it unless it should be vitally important. This is not the case at present, nor is it likely ever to be. Respect for a good code grows and increases as time passes, and the various provisions become imbedded in the minds of the whist-players of the world. Duplicate whist, however, requires some special provisions, and hence this League promulgated a code for its government at the Chicago congress in 1893. At the fourth congress in Philadelphia, in 1894, the present code was enacted, and has stood without change since. Your committee proposes certain changes in the laws of duplicate whist, as hereafter stated, and it believes that whist-players generally will apply to straight whist such of the special laws of duplicate as are applicable, and thus the alleged defects and deficiencies of the present code will be obviated."

The committee was composed of P. J. Tormey, San Francisco, chairman; Gustavus Remak, Jr., Philadelphia; Irving T. Hartz, Chicago; Robert H. Weems, Brooklyn; Cassius M. Paine, Milwaukee.

The amendments, as adopted on the report of the committee, were as follows:

(1) Law "A." Amend paragraph 4 so as to read: "Each side shall keep its own score, and it is the duty of the players at each table to compare the scores there made, and see that they correspond."

(2) Law "A." Amend section 5 so as to read: "In a match between two teams, the total number of tricks shall be divided by two, and the team whose score of tricks taken exceeds such dividend, wins the match by the number of tricks in excess thereof."

(3) Law "D." Amend so as to read: "The trump card must be recorded, before the play begins, on a slip provided for that purpose. When the deal has been played, the slip on which the trump card has been recorded must be placed face upwards by the dealer on the top of his cards, but the trump card must not be again turned until the hands are taken up for the purpose of overplaying them, at which time it must be turned and left face upwards on the tray until it is the dealer's turn to play to the first trick. The slip on which the trump card is recorded must be turned face downwards as soon as the trump card is taken up by the dealer; if the trump card has been otherwise recorded, such record must also be then turned face downwards.

"The dealer must leave the trump card face upwards on the tray until it is his turn to play to the first trick, when it should be taken into his hand. If it is not taken into the hand until after the second trick has been turned and quitted, it is liable to be called.

"After it has been lawfully taken up, it must not be named, and any player naming it or looking at the trump slip or other record of the trump is liable to have his highest or lowest trump called by his right-hand adversary at any time during the play of that deal before such adversary has played to any current

trick, or before the preceding trick is turned and quitted, in case it is the offender's turn to lead. The call may be repeated until the card is played, but it cannot be changed."

(4) Law "G." Add an additional paragraph, viz.: "A player may ask his adversaries if they have any of the suit renounced; but the question establishes the revoke, if it is his partner who has renounced in error."

(5) Add the following: "Cards liable to be called.—The holder of a card liable to be called can be required to play it only by his right-hand adversary; if such adversary plays without calling it, the holder may play as he pleases; if it is the holder's turn to lead, the card must be called before the preceding trick is turned and quitted, or the holder may lead as he pleases. The unseen cards of a hand faced on the table are not liable to be called."

"Enforcing penalties.—A player having the right to call a suit loses such right, unless he announces to the adversary first winning a trick, before the trick so won by such adversary is turned and quitted, what particular suit he desires led."

"A player has the right to remind his partner that it is his privilege to enforce a penalty, and also to inform him of the penalty he can enforce."

"A player has the right to prevent his partner from committing any irregularity, except renouncing in error."

In confirmation of the action of the executive committee, the congress amended the rules governing the contests for the Challenge Trophy so as to stimulate interest in all parts of the country. (See, "Challenge Trophy.")

The annual report of the recording secretary showed a membership of one hundred and fifty-six clubs in the League, with a total membership of 31,733 persons, of which number 8655 are active whist-players. New York State leads, with thirty-two clubs; Illinois, Massachusetts, and Pennsylvania have fourteen clubs each; New Jersey has twelve; Michigan, Missouri, and Ohio, seven each; Wisconsin, six; California and Minnesota, five each; Iowa and Tennessee, four each; Indiana, Rhode Island, and Washington, three each; District of Columbia, Maryland, Nebraska, and South Dakota, two each; and Colorado, Delaware, Kentucky, Louisiana, Oregon, Texas, Vermont, and West Virginia, one each. Among the cities, Brooklyn leads, with fourteen clubs; Philadelphia has twelve; Chicago, six; Albany and Boston, four each; New York, Providence, and St. Louis, three each; and Indianapolis, Toledo, Milwaukee, San Francisco, Los Angeles, Washington, Kalamazoo, St. Paul, Utica, and Seattle, two each. Thirty-one clubs were added to and eleven taken from the membership during the past year. The present membership is made up as follows:

	No. Clubs.	No. Whist-Players.	Total Membership.
Independent Whist Clubs	66	4,430	4,430
Departmental Whist Clubs	16	669	6,348
Chess and Whist Clubs	11	709	1,597
Social Clubs	52	2,194	12,677
Athletic Clubs	11	653	6,643
Total	156	8,655	31,695
Associate Members			33
Honorary Members			5
			31,733

The recommendation of President Barney, with regard to the establishment of a bureau for experimental play, was referred to the executive committee to report at the next congress. The committee on system of play was, on motion, continued, and directed to report to the executive committee at its mid-winter meeting, and afterwards to the next congress.

It was decided to limit the League membership to one hundred and seventy-five clubs, and the associate membership to forty persons. One of the novel features of the congress was the publication of a daily whist journal called *Echoes*, which

was ably edited by Tracy Barnes, of Toledo.

The thirteen general contests participated in by the various teams and individual players resulted as follows: The Hamilton Trophy (fourteen teams contesting) was won by a team from the Philadelphia Whist Club, consisting of Dr. Joseph S. Neff, E. Stanley Hart, Leoni Melick, and W. T. G. Bristol. Out of the thirteen matches, not a single defeat was recorded against the Philadelphia team. The play was begun at two o'clock Tuesday afternoon, and continued every afternoon and evening for the rest of the week. In the final match, Philadelphia was opposed by the team from the Chicago Duplicate Whist Club (John T. Mitchell, captain; J. B. Norton, G. W. Keehn, and W. J. Walker). Philadelphia won by twelve tricks.

The contest for the first possession of the new Challenge Trophy was won, by sixteen tricks, by the following team from the Toledo (O.) Whist Club: Dr. Frank Hart, captain; Clarence Brown, C. H. Beckham, and C. L. Curtis. The other team in the final match consisted of E. Le Roy Smith, captain; C. D. P. Hamilton, C. F. Snow, and D. Muhlfelder, representing the Albany Whist Club. Fourteen clubs participated in this contest.

In the contest for the Minneapolis Trophy (*q. v.*) for club pairs there were fifteen entries. Six sittings were held, and F. W. Mathias and L. J. Mathias, the pair from the Toledo Whist Club, won, with the lowest losing score of 76, the next being 85.

In the contest for the Brooklyn Trophy (*q. v.*) for teams representing auxiliary associations, there were three contestants—the New York State, New England, and Atlantic Whist Associations. New York was the victor, winning both matches against the others. Atlantic won one match from New England and lost one to New York. New England lost both matches.

In the first progressive pairs match (Tuesday), forty-two pairs participated. F. S. Wilson and F. L. Clark, of the Dartmouth Club, New Bedford, made high score north and south, with one hundred and fifty-two tricks; plus score, nine. William Gorton and L. McL. Jackson, of the Toledo Yachting Association, made high score east and west, with one hundred and thirty-eight tricks; plus score, eight.

In the second progressive pairs match (Wednesday), there were fifty entries. The Columbia Athletic team (Dr. George Walls and George W. Morse) made the highest score north and south, with one hundred and eighty-nine tricks; plus score, eleven. The Top-of-Nothing team (R. F. Foster and Miss C. H. Schmidt) made the highest score east and west, one hundred and fifty-eight tricks; plus score, eleven.

In the third progressive pairs match (Thursday), there were thirty-four pairs. The highest score was made by E. T. Baker and R. F. Foster for north and south, one hundred and twenty-nine tricks; plus score, six; and for east and west two pairs were tied, each having one hundred and five tricks, with a plus score of seven. They were Dr. George Walls and C. A. Henriques, and E. C. Kieb and L. J. Bruck.

In the fourth progressive pairs match (Friday), forty-four pairs were entered, and the successful winners of the prizes were: Yale (O. S. Bryant and N. B. Beecher), north

and south, one hundred and forty-nine tricks; plus score, thirteen. Greater New York (E. T. Baker and R. F. Foster), east and west, one hundred and fifty-nine tricks; plus score, nine.

In the first progressive fours contest (Tuesday), for individual prizes presented by the Trist Duplicate Whist Club, of San Francisco, thirty-one tables were filled—match score to win. The four from the Buffalo Whist Club (M. E. Anderson, E. P. Thayer, C. S. Davis, and W. Shepherd) won by twenty and one-half matches. Three teams tied for second place, and of these, the Top-of-Nothing team (R. F. Foster, Miss C. H. Schmidt, E. C. Fletcher, and Mrs. C. S. Waterhouse) made the highest score for tricks, being twenty points plus, while Buffalo was seventeen.

In the second progressive fours (Wednesday), fifteen tables were filled—trick score to win. The successful contestants were H. K. James, William C. Emerson, C. J. McDiarmid, and C. F. Johnson, constituting the Cincinnati team. Their score was two hundred and four tricks.

In the third progressive fours (Thursday), nineteen tables were filled—match scores to win. The Greater New York team was declared the winner by thirteen and one-half matches, the players constituting the team being E. T. Baker, Mrs. F. H. Johnson, Dr. George Walls, and Miss M. H. Campbell; the Top-of-Nothing team (R. F. Foster, Miss C. H. Schmidt, E. C. Fletcher, and Mrs. C. S. Waterhouse) being second.

In the fourth progressive fours (Friday), nineteen tables were filled. Wayne, of Detroit (J. W. Weston, C. W. Rogers, C. H. Springer, and G. W. Heighs), tied with Nashville (W. N. Wright, Jr., C. S. Lawrence, J. E. Shwab, and E. B. Cooper), the trick score standing two hundred and forty-two each; but on the match score Wayne won, being twelve and one-half matches to ten for Nashville.

In the progressive straight whist contest, on Saturday evening, twenty-two pairs entered. The winners were Mrs. Clarence Brown, of Toledo, and Walter H. Barney, ex-president of the League, who made one hundred and fifty-four tricks. Miss Bessie E. Allen, of Milwaukee, and William C. Harbach, of Des Moines, were second.

The highest scores for the individual events were mostly made by the advocates of the short-suit game, but in the main the long-suit game predominated. The teams which reached the finals in the two most important contests (Philadelphia and Chicago for the Hamilton Trophy, and Toledo, Albany, and American for the Challenge Trophy), are all adherents of the long-suit system.

It was decided to hold the eighth annual congress in New England, at a place to be designated by the executive committee.

The officers and committees of the League for 1897–'98, are as follows:

Henry A. Mandell, president, Majestic Building, Detroit, Mich.; E. Le Roy Smith, vice-president, 619 Broadway, Albany, N. Y.; Clarence A. Henriques, recording secretary, 25 West Forty-ninth street, New York City, N. Y.; L. G. Parker, corresponding secretary, L. S. & M. S. Building, Toledo, Ohio; Benjamin L. Richards, treasurer, Rock Rapids, Iowa.

Eugene S. Elliott, ex-president, Pabst Building, Milwaukee, Wis.; John M. Walton, ex-president, 4205 Chester avenue, Philadelphia, Pa.; Theodore Schwarz, ex-president, 517 Royal Insurance Building, Chicago, Ill.; Walter H. Barney, ex-president, Industrial Trust Co. Building, Providence, R. I.

Directors—Term expires 1900: S. St. J. McCutchen, 170 Broadway, New York; P. J. Tormey, 220 Sutter street, San Fran-

cisco, Cal.; Bertram D. Kribben, Bank of Commerce Building, St. Louis, Mo.; William Hudson, 392 Main street, Buffalo, N.Y. Term expires 1899: J.E. Shwab, Nashville, Tenn.; John T. Mitchell, Union National Bank, Chicago, Ill.; Thomas A. Whelan, Fidelity Building, Baltimore, Md.; Robert H. Weems, 220 Lincoln place, Brooklyn, N. Y. Term expires 1898: Geo. L. Bunn, New York Life Building, St. Paul, Minn.; George H. Fish, corner Seventeenth street and Broadway, New York; George W. Morse, 26 State street, Boston, Mass.; Joseph S. Neff, M. D., 2300 Locust street, Philadelphia, Pa.; Cassius M. Paine, 28 Chamber of Commerce, Milwaukee, Wis.

Committee on Laws—P. J. Tormey, San Francisco, Cal.; Robert H. Weems, Brooklyn, N. Y.; Theodore Schwarz, Chicago, Ill.; Leoni Melick, Philadelphia, Pa.; Milton F. Smith, Baltimore, Md.

Tournament Committee—Walter H. Barney, chairman, Providence, R. I.

Committee on System of Play—George W. Keehn, Chicago, Ill.; Lander M. Bouvé, Boston, Mass.; E. A. Buffinton, Jackson, Mich.; W. G. Bronson, Jr., St. Paul, Minn.; Charles F. Snow, Albany, N. Y.; H. A. Mandell, Detroit, Mich.

Lander M. Bouvé, 657 Washington street, Boston, Mass., representative to executive committee from New England Whist Association.

L. J. Bruck, Ridgewood, N. J., representative to executive committee from New Jersey Whist Association.

Barrington Lodge, Jr., 69 First street, Albany, N. Y., representative to executive committee from New York State Whist Association.

C. D. P. Hamilton, Easton, Pa., representative to executive committee from Atlantic Whist Association.

General L. W. Heath, 103 Jefferson avenue, Grand Rapids, Mich., representative to executive committee from Michigan Whist Association.

American Whist League Challenge Trophy.—See, "Challenge Trophy."

Ames, Fisher.—An American whist author, and one of the chief disciples and exponents of the school of "Cavendish" and Trist. Mr. Ames was born in Lowell, Mass., January 24, 1838, and is a graduate of Harvard College. He has practiced law in the city of Boston for upwards of thirty years, having been for a large part of the time one of the assistant city solicitors. He comes of a renowned ancestry, his grandfather having been Fisher Ames, the great orator and tribune of the people during the stormy times of the forming of the Constitution of the United States. The father of the subject of our sketch was Seth Ames, one of the justices of the Supreme Court of Massachusetts, of whom it was said by the chief justice that his style in speech and writing embodied the purest and best English of this generation.

Fisher Ames has the scholarly attributes and qualities of his ancestors, all of whom, like himself, were Harvard men. He wrote "Modern Whist," which was published by the Harpers in 1879. His "Practical Guide to Whist" was published by the Scribners in 1891, and his "American Leads at Whist," in 1891. The latter books have had several revisions and gone through many editions. He is also the inventor of the Ames Whist Lesson Cards, by means of which the proper leads are taught, being indicated on the margins of the cards. Another helpful contrivance of his is "Whist in Brief" (1895), which he himself considers about as good as anything which he has accomplished in the whist line. It contains almost every essential direction for correct play in whist, all in the compass of a card the size of an ordinary playing-card (printed on both sides).

As a whist-player, Mr. Ames is studious, analytical, and conservative. He has studied all the methods and systems so that he may know how to meet them and occasionally adopt them as special hands may apply. However, his own system of play is the long-suit game with American leads, and is very effective. He resides at Newton, a suburb of Boston, and was

for a long time a member of the Newton Club team, which held high rank, winning in two successive tournaments of the New England Whist Association.

The "Practical Guide to Whist," by Fisher Ames, of Boston, is a valuable condensation of the "Cavendish"–Trist system of play.—*W. P. Courtney* [*L+O.*], "*English Whist.*"

Mr. Fisher Ames has added to his book, "A Practical Guide to Whist," a chapter entitled, "Some Modern Innovations in Whist," in which he discusses all the receut developments, explaining their construction and criticising their merit. Mr. Ames does not accept every new idea that presents itself. On the contrary, he leans to the conservative side, and so when he does approve an innovation it is pretty certain to possess merit. His plan of discussing the questions is of great advantage to students, as it gives them a full understanding of the plays, which is always desirable, even if they do not put them into practice.— *Whist* [*L. A.*], *April, 1897.*

Amusement, Playing for.—The fact that whist in played for amusement is often made an excuse for bad play by bumblepuppists. A player has no more right to inflict such play upon his partner, or opponents, however, than he would have to play wrong notes in music or talk bad grammar, simply because he found enjoyment therein.

People in general entertain strange notions concerning whist. Many say, "Oh, I don't know much about the game. I only play for amusement. You must not expect me to know about it. I haven't the time." As well say, "Oh, I don't know much about the meaning of words. I only read for amusement 'Ivanhoe,' or 'Middlemarch.' You must not expect me to understand them. I haven't the time."—*G. W. Pettes* [*L. A. P.*], "*American Whist Illustrated.*"

Four people sit down nominally to play whist, when suddenly one of them announces, to the consternation of his partner, that he is not there with any such intention, but solely for his own amusement. * * * Now, no one has the slightest objection to your amusing yourself as long as you do not annoy anybody else. I go further than this, and admit your abstract right to amuse yourself at your partner's expense; but I protest against your expecting him to rejoice with you in his own discomfiture.—"*Pembridge*" [*L+O.*]

Analyst.—See, "Whist Analyst."

Andrews, Mrs. T. H.—First president of the Woman's Whist League of America (*q. v.*), which she was largely instrumental in organizing, at Philadelphia, April 27–29, 1897. Although Mrs. Andrews had never played whist up to within five years prior to the organization of the League, she soon developed into a player and teacher of national reputation. She organized the Trist Whist Club, of Philadelphia, in 1894, and originated a whist tournament for women in the fall of 1895 (the first of the kind ever held), out of which grew the still broader idea of the Woman's League. On June 20, 1896, she was elected to associate membership in the American Whist League.

Mrs. Andrews is very successful as a teacher, her keen perception, quick insight into character, and ready sympathy contributing largely to the efficiency of her instruction.

Anson, George.—One of the foremost of English whist-players in his day. He was a brother of the first Earl of Lichfield, and served in the army as an ensign at the battle of Waterloo. Later in life he was made commander-in-chief of one of the Indian dependencies, and this was followed soon after by his appointment to the post of commander-in-chief of all the British forces in India. To him, John Loraine Baldwin first suggested his plan for revising the English whist laws. He was named second in the list of the best players he had ever met, by Lord Bentinck. His mode of play appears to have included some ideas which to-day would be classed with those of short-suit players. For in-

stance, he claimed that it was the height of bad play to lead from a long suit containing nothing higher than a ten if you had a suit with an honor to lead from, unless from strength of trumps there was a possibility of bringing in the small cards. He died in India, May 27, 1857, and his remains were brought to England and buried in Kensal Green cemetery, three years later.

Answering Trump Signal.—See, "Echo."

Antepenultimate Lead.—The lead of the last card of a suit but two, first announced by A. W. Drayson, in 1879, to indicate the possession of six cards. (See, "American Leads, History of.")

"Aquarius."—A pseudonym under which Lowes d'Aguilar Jackson, an English writer, published a number of books on the game. His best-known compilations are "Easy Whist" (1883) and "Advanced Whist" (1884). Copies of his books were sent to "Cavendish" for review in the *Field*, but the latter declined to notice them, as he considered them "downright rubbish."

A series of text-books, ranging from "Easy Whist" in 1883, to "Improved Whist" in 1890, have been favorably received by the younger lovers of the game. Their authorship is concealed under the title of "Aquarius," but he is understood to be Lowes d'Aguilar Jackson, a civil engineer.—*W. P. Courtney* [*L+O.*], "*English Whist.*"

Arbitrary Signals.—Signals to which a meaning is attached by agreement, as distinguished from natural inferences drawn from the fall of the cards. When the meaning of such arbitrary signals is known only to those originating or employing them, they are called private conventions (*q. v.*).

Arlington Club.—A celebrated whist club in London, which, in 1863, appointed a committee of nine to co-operate with John Loraine Baldwin in revising the English laws of whist. The club was originally called the Turf Club, but in order to rid itself of some objectionable members, dissolved and reorganized as the Arlington. Later on the club moved to the premises it now occupies, and at the same time resumed its original name, being now known as the Turf Club.

"Artful Dodger, The."—In Dickens's novel of "Oliver Twist," the *Artful Dodger*, when playing dummy in *Fagan's* den, is commended for "wisely regulating his play by the result of his observations on his neighbor's cards."

Articles on Whist in Periodicals.—An attempt is here made to present, in alphabetical order, the titles of the more important articles that have appeared in English and American periodicals, upon the subject of whist, from the earliest times to the present day. When taken in connection with the numerous text-books and other volumes published upon the "game of games" (see, "Books on Whist"), this list may well impress the student with the magnitude and importance of the subject, which has engaged the attention of many of the ablest minds of the day.

"American Leads," by A. W. Drayson, *The Field*, London, Jan. 31, 1885.
"American Leads," by "Merry Andrew," *The Field*, London, Jan. 10, 1885; March 28, 1885.
"American Leads," by "Mogul" (Matthias Boyce), *The Field*, London, Dec. 20, 1884; Feb. 7 and March 21, 1885.
"American Leads," by N. B. T. (Nicholas Browse Trist), *The Field*, London, Feb. 28, 1885; March 28, 1885.
"American Leads," by "Quisquis," *The Field*, London, Feb. 21, 1885.

"American Leads at Whist," F. H. Lewis, *The Field*, London, March 7, 1885.
"American Leads at Whist and their History," by N. B. Trist, *Harper's Magazine*, vol. 82, p. 599, March, 1891.
"American Leads at Whist," by "Cavendish," *Macmillan's Magazine*, vol. 53, p. 235.
"American Whist," by G. T. Lanigan, *American Magazine*, vol. 1, p. 55.
"American Whist," *Saturday Review*, vol. 69, p. 748.
"Card-Playing and Free Whist," *National Review*, vol. 16, p. 347. Reply thereto, by H. A. Cohen, *National Review*, vol. 16, p. 614.
"Cards [Whist] Played by Machinery," William Pole, *Macmillan's Magazine*, vol. 33, p. 241, Jan. 1876.
"Catechism of Whist," *Blackwood's Magazine*, vol. 38, p. 637. (Humorous.) Nov. 1835.
"Cheating at Whist," *Spectator*, London, April 5, 1879.
"Club Whist," *Blackwood's Magazine*, May, 1877.
"Conventions at Whist," by W. Pole, *Fortnightly Review*, vol. 31, p. 576, April, 1879.
"Developments of Whist," (a review of "Cavendish"), London *Spectator*, vol. 58, p. 1259.
"Duplicate Whist," by G. Fletcher, *New Review*, vol. 11, p. 490, Nov. 1894.
"English Whist and English Whist-Players," *Temple Bar*, vol. 97, p. 527, April, 1893; vol. 98, p. 103, May, 1893. Same article in *Littell's Living Age*, vol. 197, p. 515, May 27, 1893, and vol. 198, p. 217, July 29, 1893.
"Game of Whist, The," *All the Year Round*, vol. 2, p. 480.
"Game of Whist, The," by "Cavendish," *London Society*, vol. 9, pp. 65 and 161.
"Game of Whist, The, "*Chambers's Journal*, vol. 39, p. 133.
"Game of Whist, The," *London Society*, vol. 7, p. 57.
"Game of Whist, The," by William Pole, *Macmillan's Magazine*, vol. 7, p. 201.
"Hints to Players of Whist," by "T. Pam," *London Magazine*, vol. 14, p. 102, Jan. 1826.
"How to Play Whist," (a review of Proctor's book) by J. I. Minchin, *Academy*, vol. 27, p. 128.
"Home Whist," by R. A. Proctor, *Knowledge*, vol. 8, p. 323, Oct. 9, 1885.
"Improved Whist," *Saturday Review*, vol. 71, p. 419.
"Is there any Science in Whist?" by R. A. Proctor, *Knowledge*, vol. 11, p. 34.
"Is Whist Signaling Honest?" by R. A. Proctor, *Longman's Magazine*, vol. 7, p. 602.
"Ladies' Whist," *London Spectator*, vol. 66, p. 47, Jan. 10, 1891.
"Language of Whist, The," by R. A. Proctor, *Longman's Magazine*, vol. 6, p. 596, Oct. 1885.
"Mrs. Battle's Opinions on Whist," by Charles Lamb, *London Magazine*, vol. 3, p. 161.
"Modern Whist," by William Pole, *Quarterly Review*, vol. 130, p. 43, Jan. 1871. Same article in *Littell's Living Age*, vol. 108, p. 707, March 28, 1871.
"Modern Whist," *Temple Bar*, vol. 79, p. 544.
"Our Whist Column," by "Five of Clubs" (R. A. Proctor), *Knowledge*, vol. 5, pp. 153, 489; vol. 6, pp. 19–534; vol. 7, pp. 39–513; vol. 8, pp. 103–148; vol. 9, p. 33. Same in New York *Tribune*, 1885, Feb. 8, 15, 22, March 1, 8, 15, 30, April 5, 12, May 3.
"Rational and Artificial Whist," by M. ("Mogul"), *Cornhill Magazine*, vol. 53, p. 143, Feb. 1886.
"Rules for Playing the Game of Whist," *Sporting Magazine*, 1793.
"Short Whist," *Blackwood's Magazine*, vol. 97, p. 461.
"Teaching Whist," by E. L. Godkin, *The Nation*, New York, vol. 45, p. 187.
"Trump Leads in Whist," *Outing*, N. Y., April–Sept. 1885.
"Unscientific American Whist," *Knowledge*, vol. 6, p. 307, Oct. 10, 1884.
"Varieties of Whist," *Saturday Review*, London, vol. 66, p. 533.
"What America has Done for Whist," by "Cavendish," *Scribner's Magazine*, New York, vol. 20, p. 540, Nov. 1896.
"Whist," *Temple Bar*, vol. 91, p. 521.
"Whist," *Blackwood's Magazine*, vol. 157, p. 64, Jan. 1895.
"Whist," by "Cavendish," *London Society*, vol. 7, p. 57, Jan. and Feb. 1865.
"Whist," *Eclectic Magazine*, vol. 72, p. 687; vol. 84, p. 523; vol. 108, p. 707; vol. 133, p. 626.
"Whist," by William Pole, *Chambers's Journal*, vol. 39, p. 133.
"Whist," by B. E. Pote, *Foreign Quarterly Review*, No. 48.
"Whist and its Masters," by R. Frederick Foster, *Monthly Illustrator*, Sept. 1896, to March, 1897, inclusive. I. The Old School. II. The New School. III. The Signaling School. IV. The Scientific School. V. The Number-showing School. VI. The Duplicate School. VII. The Private Convention School.
"Whist and Whist-Players," by A. Hayward, *Fraser's Magazine*, vol. 79, p. 487.
"Whist as a Business," *London Society*, vol. 37, p. 42, Jan. 1880.
"Whist as a Recreation," *Knowledge*, vol. 9, p. 190.
"Whist at Our Club," *Blackwood's Magazine*, vol. 121, page 597, May, 1877.

"Whist at the English Court," by Geo. W. Curtis, *Harper's Magazine*, Easy Chair, vol. 52, p. 936.
"Whist by Deschapelles," *Foreign Quarterly Review*, vol. 24, p. 335.
"Whist Fads," by "Cavendish," *Scribner's Magazine*, July, 1897.
"Whist in America," by F. W. Crane, *Cosmopolitan*, vol. 19, p. 196, June, 1895.
"Whist Chat," by R. A. Proctor, *Longman's Magazine*, vol. 5, p. 369, Feb. 1885.
"Whist Convention of 1896, The," by F. W. Crane, *Illustrated American*, vol. 20, p. 56, June 4, 1896.
"Whistology," *All the Year Round*, vol. 2, p. 480, March 17, 1860.
"Whist Reminiscence" (a story), *Blackwood's Magazine*, vol. 205, p. 345.
"Whist Signaling and Whist Strategy," by R. A. Proctor, *Longman's Magazine*, vol. 9, p. 365.
"Whist Spoilers," by A. Stuart, *Temple Bar*, vol. 90, p. 118.
"Whist Stories," *London Society*, vol. 43, p. 95.
"Young Whist Players' Novitiate," by F. B. Goodrich, *Harper's Magazine*, vol. 81, p. 112.

Ask for Trumps, The.—See, "Trump Signal."

Associate Members of the League.—The by-laws of the American Whist League provide that individual whist-players may be admitted as associate members of the League by a vote of the executive committee, provided they are not members of any League club. The aggregate number of associate members shall not exceed forty. Associate members have the rights of delegates at all meetings of the League so far only as to permit them to speak, make motions, serve on committees, and participate in contests for individuals; but they shall not be eligible to office, or privileged to vote unless otherwise qualified. The dues to be paid by each associate member are five dollars per annum. The number of associate members reported at the annual meeting of the League in 1897, after deducting eleven resignations, was thirty, as follows: Mrs. Isabella H. Adams, Mrs. Charlotte L. Ainsworth, Miss Bessie E. Allen, Mrs. T. H. Andrews, Miss Susan D. Biddle, Mrs. Julia B. Bradt, Mrs. Clarence Brown, Colonel A. S. Burt, Mrs. William E. Earle, H. H. Everard, Mrs. S. B. Farnum, Richard Fenby, Mrs. Martha W. Fenollosa, Captain E. B. Fuller, Miss R. Frances Harrison, Mrs. J. R. Hawley, I. W. Holman, Mrs. M. S. Jenks, John E. Lundstrom, Mrs. Henry McCrea, Mrs. William Henry Newbold, Mrs. Lillian C. Noel, Mrs. Lavinia S. Nowell, Mrs. J. W. Pilling, Miss Charlotte H. Schmidt, Madame la Vicomtesse de Sibour, Mrs. Henry E. Wallace, Mrs. Hattie Waterman, Miss Kate Wheelock, and S. Wolffsohn.

Attention at the Whist Table.—One of the first requisites of good whist is attention. No one should attempt to play who is not willing to pay the game that respectful attention which its high merits demand. This cannot be too earnestly urged upon the beginner, and upon other players as well who insult the noble game by treating it as they might euchre—as an excuse for social intercourse and conversation. Nobody can play *whist* in that manner.

To become a whist-player, one must learn *to see* what is taking place before his eyes, and *to comprehend* the meaning of it.—"*Major Tenace*" [*L. O.*].

Carefully study your hand when you take it up. * * * Having done this, keep your eyes constantly on the table, never looking at your hand, except when it is your turn to play. No one can become even a moderately good whist-player whose attention is not constantly given to the table.—*James Clay* [*L. O+*].

Atwater, Mrs. Frank H.—A highly-esteemed whist-woman of Petaluma, California, whose good work as a contributor to the whist journals, and as a teacher of the game, has made her known not

Modern Masters of Whist.
James Clay.
William Pole
"Cavendish."
A. W. Drayson.
Richard A. Proctor.

Modern Masters of Whist.

James Clay.

William Pole.

"Cavendish."

A. W. Drayson.

Richard A. Proctor.

only on the Pacific coast, but elsewhere. She is an earnest student of whist for its own sake. For several years she has taught a class of from ten to twenty interested pupils, and many of them have become very proficient as players. She has persistently and continually refused remuneration of any kind for her labors, the love of whist being sufficient inspiration for her best efforts in its behalf. It was almost wholly through her efforts, and those of her husband, that the Petaluma Whist Club was organized and kept alive until able to stand alone. Mrs. Atwater was made an associate member of the American Whist League, January 11, 1896. She is also one of the most active and energetic members of the Pacific Coast Whist Association, of which she was elected corresponding secretary in 1897. She is an advocate of the long-suit game and American leads. Mr. Tormey says of her in the San Francisco *Call:* "In the whist department of the *Call* Mrs. Atwater's opinion is frequently asked, and in justice to her ability we will say that she is without doubt one of the greatest students and expert players in the State. Her writings in *Whist* have attracted the attention of the whist world."

Authority, Whist.—An authority on whist is one who has made the subject a profound study, and who is able to give opinions or advice based on correct principles and actual knowledge. An expert player who has tested every mode of play, and whose judgment and abilities recommend him to the great majority of players, is an authority upon whist-play.

Of all the amusing types of whist-players, perhaps the most amusing is the local whist authority who is in reality only a third-class performer.—*A. W. Drayson* [*L+A+*], "*The Art of Practical Whist.*"

Automaton Whist-Player, An.—Dr. Pole, in *Macmillan's Magazine* for January, 1876, described a wonderful automaton, exhibited at the Egyptian Hall, Piccadilly, London, which, among other things, could play scientific whist. The name of this marvelous contrivance was "Psycho." He was a little less than adult size, and sat cross-legged, Oriental fashion, on an oblong box, about 22 x 18 x 15 inches. The box, with the figure on it, was entirely detached and carried about by those in charge. When in action, "Psycho" was placed on the top of a strong hollow cylinder of transparent glass. The cylinder was placed on a loose wooden platform about four feet square, which in turn rested upon four legs about nine inches clear of the floor. Before the performance began the platform was turned over and shown, as was also the cylinder. When placed in position, the spectators were requested to walk around the figure, and to pass their hands over his head, to satisfy themselves that there was no wire or other means of communication between "Psycho" and the sides or ceiling of the room. A whist-table was now prepared, and three persons from the audience invited to play, "Psycho" making the fourth. The cards were dealt, and "Psycho's" taken up and placed upright, one by one, in a frame forming the arc of a circle in front of him. When it was his turn to play, his right hand passed with a horizontal circular motion over the frame until it arrived at the right card, which he seized between his thumb and fingers. Then, by a vertical movement of his hand and arm, he took it up, lifted it high in the air and exposed it to the view of the audi-

ence; after which the card was taken by an attendant and placed upon the table, to be gathered into the trick. "Psycho" also played other games at cards, and could add, multiply, and perform several tricks of conjuring. The figure was operated on the same principles as the automaton chess-player, "Ajeeb," in the Eden Musée, New York, and still more closely resembled the famous "Yellow Kid" automaton of the New York *Journal*, which was exhibited in 1896. All the figures named, it is said, were built by the same genius.

On one occasion, Coleman and [Charles] Reade went to the Egyptian Hall, when it was in the hands of Maskelyne and Cooke, to see "Psycho" play a rubber of whist. Reade was convinced that he had discovered the mystery of the performance, and mounted the platform with the object of proving his system to the discomfiture of "Psycho." The same result occurred to Reade that happens to the rash performers who play on a "system" at Monte Carlo. He descended from the platform the picture of the deepest woe. "To his astonishment he had been beaten easily, almost ignominiously." His mortification was visible in his face and in his tones. He complained without ceasing, that he had been beaten "three games running by a beastly automaton." *W. P. Courtney* [*L+O.*], "*English Whist.*"

Auxiliary Associations.—The organization of the American Whist League was followed by the establishment of numerous subordinate leagues, inter-state associations, etc., in various parts of the country. At the close of the year 1894 there were in existence, among others, the following bodies: The New England Whist Association, comprising some thirty-odd clubs; the Interclub Whist League, of Brooklyn, N. Y., twelve clubs; the Interclub Whist League, of Albany, N. Y., twelve clubs; the New Jersey State Whist League, some five or six clubs; the State Whist League of Indiana, in process of formation; the Iowa Whist League, and the Interstate Whist League, formed at Portland, Oregon, with ten clubs. The Pacific Coast Whist Association had also been formed in San Francisco.

Among those who foresaw that such associations could be made a great element of strength in the American Whist League was P. J. Tormey, of San Francisco, and his suggestion, acted upon by the fourth congress, at Philadelphia, in 1894, led to the adoption of provisions in the by-laws of the League, June 21, 1895, whereby any ten or more clubs (at least three of which are members of the League) which are associated together for the purpose of promoting the game in any particular locality might be admitted to the League as an auxiliary association. Each association of this kind is "entitled to one representative to the executive committee of the League, with the privilege of the floor and of debate in matters relating to such association."

In 1895 the Interstate Whist League, organized the previous year at Portland, Oregon, changed its name to the North Pacific Whist Association. At its second annual meeting a membership of twenty-one clubs, representing eight cities, was reported. Its territory comprises the States of Oregon and Washington, and British Columbia.

The New England Whist Association, with a membership of thirty-five clubs, was the only auxiliary association represented in the League at the fifth congress, in 1895; but at the sixth congress the New Jersey Whist Association, composed of fourteen clubs, and the Indiana Whist Association, composed of ten clubs, were also reported as having been duly admitted. At the seventh whist congress, the Atlantic Whist Association and

the New York State Association (the latter organized in 1897) were also represented, and similar associations were reported as recently organized in Michigan and Tennessee.

In 1896, at Manhattan Beach, at the sixth congress of the American Whist League, a trophy for auxiliary associations was first played for, and won by the New England Association; in 1897, at Put-in-Bay, it was won by the New York State Association. (See, "Brooklyn Trophy.")

The real importance of associations becoming auxiliary to the League is that we may secure a unification of interests. The necessary adoption by such associations, on coming into the League, of the laws, rules, and practices of our organization insures harmony and uniformity in the practice of the game throughout the country which cannot be otherwise obtained. * * * These associations are a logical result of the League movement, and the proper supplement to its work; they are beyond question destined to become a most important feature in the development of whist in the next decade. —*President Walter H. Barney* [*L. A.*], *Annual Address before the A. W. L., 1897.*

B.—The letter B is usually employed in published whist games to denote the partner of A, the two playing against Y-Z; the third hand; "south," in duplicate whist.

Bad Play.—Play made through ignorance or carelessness, or both, whereby tricks or games are lost at whist. A severe form of chronic or confirmed bad play is known as "bumblepuppy" (*q. v.*). Bad play is sometimes made by even the best of players, through errors of judgment. A good player, however, will not stick to his bad play, or defend it.

Do not accustom yourself to judge by consequences. Bad play sometimes succeeds when good would not.—*Thomas Mathews* [*L. O.*].

Bad play is any kind of solecism perpetrated by somebody else; if by yourself, it may be either just your luck, *pardonable* inattention, playing too quickly, drawing the wrong card, or—in a very extreme case—carelessness, but it is never bad play. Sometimes the difference is even greater than this, and what would be bad playing in another in yourself may be the acme of skill.—"*Pembridge*" [*L+O.*].

Bad Player.—One who plays at playing whist, or who, in ignorance, carelessness, or with malice aforethought, manages to make life miserable for his partner at the whist-table; a bumblepuppist (*q. v.*). Deschapelles, the great French player, being suspected of revolutionary tendencies, a search of his private papers revealed a list of persons whom he had selected for the guillotine. Among these was a citizen against whom he had marked the accusation of being a very bad whist-player. Although a rather summary manner of disposing of such players, it is needless to say that Deschapelles' plan had many admirers.

The bad players are divided into two classes. The one set plays by rule, the other by instinct.—*C. Mossop* [*L+O.*], *Westminster Papers.*

The usual fault of bad players is that they play whist apparently with an absence of common sense, and commit acts which, in any business habits of life, would cause them to be considered little better than imbeciles.—*A. W. Drayson* [*L+A+*], *The Art of Practical Whist.*"

There is nothing so trying to the patience and temper as when there are three good players and one bad player. This bad player spoils the rubber, and entirely upsets all the calculations of the good players; and as there seems to be compensation in some games of chance, the bad player usually holds very good cards, and necessarily wins. He then boasts that, in spite of his adversaries being supposed first-class players, yet he won the rubber against them, so that he must be more skillful than they are.—*A. W. Drayson* [*L+A+*], "*Whist Laws and Whist Decisions.*"

Some twenty years ago I was playing whist, my partner being the governor, and one of my adversaries a distinguished

general. My partner played execrably, and lost when he ought to have won.

When our game had finished, the general said to me: "I pitied you having the governor for your partner; he is terribly bad, but it is to be expected."

"Why expected?" I inquired.

"Because he has been so long an ambassador and a governor, and is so very pompous, that no one presumes to find fault with his play, so he fancies he is a first-class player. If he had been accustomed, as I was, when a subaltern, to be sworn at when he made a great blunder, he might have become a good player, but now it is hopeless."—*A. W. Drayson* [*L+A+*], *Whist, May, 1897.*

Baker, E. T.—A highly successful teacher of whist, and a fine player of the game, was born in Marion, Ohio, July 12, 1853. After leaving school he served several years in a bank in his native city, and then removed to Evansville, Ind. He was private secretary to the general freight agent of a leading railroad there for a time, and embarked in the telephone business with him in 1879. This business took Mr. Baker to Nashville, Tenn., in 1883, where he was treasurer and manager of a telephone company, and where, as a member of the Hermitage Club, he first learned to play the English five-point game of whist. Later he removed to Chicago, where he became acquainted with John T. Mitchell and others, who had just formed the famous Chicago Duplicate Whist Club. He played with Mr. Mitchell, as partner, all one winter, and in 1891 removed to New York; and on locating in Brooklyn he naturally became acquainted with Robert H. Weems, and was by him induced to join the Carleton Club. He played on the team of the Carleton Club for three successive winters in the Interclub Whist League, and was one of the team that first secured the handsome silver placque, the trophy of the League. Afterwards, as a member of the Union League Club team, he again helped to win this placque, and at this writing (October, 1897) it is once more held by the Carleton Club, of which he is a member. The Brooklyn Whist Club was started by Mr. Weems and Mr. Baker, who associated with themselves a number of prominent gentlemen who were interested in the game. Mr. Baker has been its treasurer ever since its organization, and was captain of its team at the Minneapolis congress and afterwards.

Mr. Baker has only devoted a portion of his time to teaching whist, but has been very successful in New York and Brooklyn during the last two years, having had in that time some of the best players as his pupils. Among these is Mrs. Baker, who is very thorough in both the long and short-suit game, and adapts herself to any kind of partner with ease. With her as a partner, Mr. Baker got into the finals at the first Woman's Whist Congress, in Philadelphia, and won second prize in the tournament of the New York Whist Club, in the spring of 1897, being in the lead up to the final game. At the recent congress of the American Whist League, at Put-in-Bay, he accompanied the president and treasurer of the Ladies' Whist Club of New York, Mrs. Johnson and Miss Campbell, whom he had instructed for a short time previously in the short-suit game. As a team of four, with Dr. Walls, of Washington, they tied for second place in the first match for fours, and in the third match they won first prize. Mr. Baker also won two other prizes in the pair contests.

Mr. Baker was, until a year ago, a firm believer in the long-suit game, although he never advocated or endorsed American leads. He played the American leads when

associated with those who preferred them, but always leaned toward the old leads in preference. During the past year he has given the short-suit theories and various fads that have been introduced into the game a thorough examination and trial, and has adopted and recommended as his choice what is known as the "Common Sense" game, or as he calls it, the "Combination" game (*q. v.*), with certain features and modifications of his own. He says: "That it is not a losing game, the result of my experience, and of scores of my pupils who have adopted it, will prove, and that it is a better intellectual exercise, and a more enjoyable game to play, all will testify who have once given it a fair trial."

Baldwin, John Loraine.—The father of the present English code of whist laws. Through his efforts a revision of the laws (which had received but slight alteration since the days of Hoyle) was brought about, and in 1864 he published "The Laws of Short Whist," to which was added a treatise on the game by James Clay. The fact that short whist (the five-point game) had almost entirely superseded the old style, or long whist of ten points, was one of the chief reasons for the revision of the laws. These were framed by a committee appointed by the Arlington (now the Turf) Club, and by this club submitted to the Portland Club. The latter appointed a committee (of which Henry Derviche Jones, F. R. C. S., father of "Cavendish," was chairman) to consider them. The Portland Club made some suggestions and additions, which were accepted, and on April 30, the Arlington Club, with the Duke of Beaufort in the chair, resolved unanimously, "that the laws of short whist, as framed by the whist committee and edited by John Loraine Baldwin, Esq., be adopted at this club."

Mr. Baldwin died in London in the latter part of November, 1896, at the age of 87 years.

Barney, Walter H.—Fourth president of the American Whist League, was born September 20, 1855, at Providence, R. I., the son of Josiah K. and Susan (Hammond) Barney. He was educated in the common schools, and in Mowry & Goff English and Classical High School, in which he prepared for college. He was graduated from Brown University in 1876, with the valedictory, and took the degree of A. M. in course, in 1879. He next studied law in the office of Colwell & Colt, and was admitted to the Rhode Island bar in January, 1879. He has been engaged in active practice ever since that time. From 1883 to 1894, he was associated with his old instructor, Judge Colwell, taking the place in the firm of the Hon. L. B. B. Colt on the latter's election to the United States judgeship. In 1893 the partnership was dissolved on the election of Judge Colwell as city solicitor. Mr. Barney has been engaged in many large corporation and equity cases, and has been in most of the important constitutional litigation carried on in his State. He was a member of the State legislature in 1892–'93, and in the city council from 1892 to 1896. He has been a member of the school committee of the city of Providence since 1888, and president of that body since 1889. He is very deeply interested in educational questions, and has been largely instrumental in bringing the school department of his native city to its present high state of efficiency. He

has been especially interested in the subject of special training for teachers, in the arrangement of the public school courses to meet the special requirements of different classes, and in the modification of the administration of the school department so as to eliminate politics and personal influence in the selection of teachers and other employees.

He has been interested in whist since his college days, and was among the charter members of the famous Narragansett Whist Club, of Providence, which was organized in 1884; was president of the club from 1892 till 1897, and has been active in the whist department of the Providence Athletic Association since its organization, and also as a member of the Providence Whist Club. He was a delegate to the First American Whist Congress at Milwaukee, in 1891, and has been present at every succeeding congress. He was chairman of the committee on constitution at the first congress, and reported the constitution under which the American Whist League was organized. He was elected recording secretary of the American Whist League at the first congress, and held that position till the fifth congress, at which time he was elected vice-president. At the sixth congress he was elected president, and after the custom of the League, retired at the next succeeding congress. He was a member of the committee on laws of the first and second congresses, and chairman of the special committee appointed to revise the laws in the interim between the second and third congresses. He was chairman of the committee on laws at the third congress which reported the final revision of the laws of whist. He was also a member of the committee on laws at the fourth congress, and made the majority report on the laws of duplicate whist which was adopted by that congress. He took an active part in the organization of the New England Whist Association, in the fall of 1894, and was its president until the annual meeting of 1897, at which time he was elected honorary director.

He has been actively interested in the movement for the formation of auxiliary associations in various parts of the country, especially in the formation of the New York State Association, of which he is an honorary member. In 1897 he was made chairman of the tournament committee in charge of the arrangements for the eighth annual congress.

Mr. Barney is a skillful and enthusiastic whist-player, and a firm advocate of the long-suit game and American leads. He is also the originator of an important improvement in the arrangement of the players in duplicate whist matches. By his method a difficulty is obviated in the moving of players and trays in matches between teams of eight. (See, "Duplicate Whist Schedules.")

When several quartette teams compete with each other, Howell's system of arrangement will be found the best. There are two methods: for odd and for even numbers of teams. * * * There is a choice between two systems of arranging even numbers of teams. The first is Mr. W. H. Barney's improvement on Howell's system. The other is Mitchell's, which is better suited to social gatherings, at which persons naturally wish to play all the time. The former is the more accurate for match play.—*R. F. Foster* [*S. O.*], "*Complete Hoyle*," *1897*.

There is little that has been written on the game but he has read and carefully considered, and but few whist publications, modern or antique, but are on the shelves of his library. He has also studied the game from a mathematical and analytical side, and has worked out many of the most intricate problems. For

instance, he has devoted weeks of labor, and hundreds of pages of figures, to an analysis by the doctrine of probabilities of the value of the G. W. P. play of the nine from king, knave, nine, in suits not containing the ten. He has also a very carefully prepared analysis of the situation and relative value of the lead of ace and nine from ace, queen, ten, nine, and ace, knave, ten, nine. Some of his friends say that he would rather work out these problems than to play the game itself. He, however, will not admit that anything outrauks the game in interest.—*C. S. Boutcher* [*L. A.*], "*Whist Sketches*," *1892*.

Bath Coup, The.—A strategic play at whist which originated at Bath, England, in the time of Hoyle. The fourth hand, holding ace, jack, and others, refuses to take a king when it is led, presumably, from king, queen, and others. He retains the ace and allows the king to win, for the chance of winning the next two tricks, or perhaps deceiving the adversaries and profiting still more by the demoralization which sometimes ensues. There are circumstances under which this coup, or any other non-conventional play, is justifiable; but, as a rule, it should be employed with caution, as it may prove a boomerang.

A bad habit of fourth-hand players is to hold up the tenace, ace, jack, when a king or queen is led originally. This is called the Bath coup, and the suit must go around three times for it to succeed in making two tricks. The holder of the tenace should equally make two tricks by playing the ace at once, provided he does not lead the suit back.—*R. F. Foster* [*S. O.*], "*Complete Hoyle*."

The reader must be governed by circumstances in making this play. If the adversaries are not likely to be deceived by your holding up the ace, do not attempt it unless strong in trumps, for you may lose a trick, and can only gain the one resulting from the tenace. But if you think the enemy are likely to be misled by the coup, you should adopt it by all means; for under the most unfavorable circumstances you lose only one trick, while you may gain three or four if the leader wrecks his hand by leading trumps under the impression that his suit is established.—*Val. W. Starnes* [*S. O.*], "*Short-Suit Whist*."

"Battle, Sarah."—An imaginary character described in one of Charles Lamb's "Essays of Elia." She was a gentlewoman with a great fondness for whist, and embodied Lamb's ideas of what a perfect whist-player should be like. Several ladies' whist clubs in the United States have been named in her honor.

When asked whether he regarded *Sarah Battle* as simply a creation of fancy or a real personage, "Cavendish" replied: "*Sarah Battle* I know nothing about, beyond what I have read in Lamb's 'Essays.' Many writers of fiction draw their characters from life, but you cannot be sure of Lamb's methods." W. P. Courtney, on the other hand, says: "Every one knows the perfect picture of a whist-player given to us in the person of *Sarah Battle;* and from Lamb's own opinions, and the habits of those around him at these festive gatherings, her character must have been painted."

"A clear fire, a clean hearth, and the rigor of the game." This was the celebrated wish of old *Sarah Battle* (now with God), who, next to her devotions, loved a good game of whist. She was none of your lukewarm gamesters, your half-and-half players, who have no objection to take a hand if you want one to make up a rubber; who affirm that they have no pleasure in winning; that they like to win one game and lose another; that they can while away an hour very agreeably at a card-table, but are indifferent whether they play or no; and will desire an adversary, who has slipped a wrong card, to take it up and play another. These insufferable triflers are the curse of a table. One of these flies will spoil a whole pot. Of such it may be said that they do not play at cards, but only play at playing at them.

Sarah Battle was none of that breed. She detested them, as I do, from her heart and soul, and would not, save upon a striking emergency, willingly seat herself at the same table with them. She loved a thorough-paced partner, a determined enemy. She took and gave no

concessions. She never made a revoke nor even passed it over in her adversary without exacting the utmost forfeiture. She fought a good fight—cut and thrust. She held not her good sword (her cards) "like a dancer.' She sat bolt upright, and neither showed you her cards, nor desired to see yours. All people have their blind side—their superstitions; and I have heard her declare, under the rose, that hearts was her favorite suit.

I never in my life—and I knew *Sarah Battle* many of the best years of it—saw her take out her snuff-box when it was her turn to play, or snuff a candle in the midst of a game, or ring for a servant until it was fairly over. She never introduced or connived at miscellaneous conversation during its progress. As she emphatically observed, "cards were cards;" and if I ever saw mingled distaste in her fine last-century countenance, it was at the airs of a young gentleman of a literary turn, who had been with difficulty persuaded to take a hand, and who, in his excess of candor, declared that he thought there was no harm in unbending the mind now and then, after serious studies, in recreations of that kind! She could not bear to have her noble occupation. to which she wound up her faculties, considered in that light. It was her business, her duty, the thing she came into the world to do—and she did it. She unbent her mind afterwards over a book.—*Charles Lamb*, "*Essays of Elia*."

Beginner.—A beginner at whist is one who is learning, or trying to learn, the rudiments of the game. Strict attention to rules is necessary on his part; he must learn to creep before he can walk. When he has learned the rules, and become proficient in applying them, he may proceed to learn how to play in exceptional cases, often contrary to general rules.

Maxims and rules adapted for beginners are disregarded as the player advances.—*Charles Mossop* [*L+O.*], *Westminster Papers, November 1, 1878.*

Beginners, Mistakes of.—Mistakes of beginners are excusable in a measure, especially if an effort is made to correct the errors and to profit thereby. Three common mistakes of beginners are thus stated by Milton C. Work [L. A. H.] in his "Whist of To-day:" "1. Trying to learn all at once. 2. Imagining you know it all before you know it half. 3. Trying to learn without combining practice with precept."

A beginner who attemps to handle the weapons of the expert simply plays with edged tools, which will probably cut no one but himself and his partner.—*R. F. Foster* [*S. O.*], "*Complete Hoyle.*"

Study and become familiar with the laws and the leads. Play printed games with the cards before you. Understand the reason for each play. Play practice games with good players.—*G. W. Pettes* [*L. A. P.*], "*American Whist Illustrated.*"

Bentinck, Lord Henry.—The originator or inventor of the trump signal, or "blue peter," as it was humorously dubbed upon its appearance, the phrase being nautical, and referring to a signal hoisted on shipboard. He was born September 14, 1774, and was a brother to the fourth Duke of Portland. From 1827 to 1835 he was Governor-General of India. He was also a general officer in the army, colonel of the Eleventh Dragoons, and member of Parliament for Glasgow. He died June 17, 1839.

Lord Bentinck was one of the players at Graham's Coffee House, a celebrated whist headquarters, and was considered one of the finest players of his day, being rivaled only by James Clay. He himself, on being asked whom he considered the four best whist-players he ever knew, mentioned Lord Granville, the Hon. George Anson, and Henry, Lord de Ros. The fourth he would not mention by name; but he left it to be inferred that he considered himself entitled to the place. Clay he did not mention at all.

Lord Bentinck was the inventor of the trump signal. He designed or noticed some contrivances with high cards for the purpose of getting trumps led; and, being very particular himself in the use of

small cards, it occurred to him that by analogous means he could make an arrangement of the play of small cards whereby a similar request for a trump-lead could be communicated to his partner. Clay represents him as deeply regretting his invention of the signal later in life, "because it deprived him of half the advantage which he derived from his superior play." (See, also, "Trump Signal.")

Lord Henry Bentinck was another player, of the past generation, of high repute. * * * He was no doubt a fine player, but *tenax propositi* to a degree that militated against very perfect whist. For instance, when he had made up his mind not to be forced in trumps, I have seen him to allow a whole suit to be brought in against him rather than take the force. Again, he made no distinction between partners, playing the same game with a good as with a bad one, whereas players of the highest class vary their game to suit their partners. His strong point was his accurate observance of the fall of the cards. He was very particular about the play of the small cards, and this, no doubt, led him to conceive the idea of the call for trumps, which was his invention.—"*Cavendish*" [*L. A.*], "*Card-Table Talk.*"

There is a house in London which should be the Mecca of all whist-players who believe in the new school and the "information" game; a shrine before which they should bow respectfully as the fountain-head of all that is modern in the game. This is 87 St. James street, and it is within sight of Marlborough House. Its fame rests chiefly on the fact that it was at one time known as Graham's Club, and that within its walls Lord Henry Bentinck first introduced the "blue peter," or signal for trumps, which consists in playing a higher card before a lower when no attempt is made to win the trick. That signal has been to the whist-players of the world like the pillar of fire to the children of Israel. For more than forty years it has led them up and down in the wilderness of arbitrary conventions, but it has never brought them to the promised land of better whist.—*R. F. Foster* [*S. O.*], "*Monthly Illustrator.*"

Best Card.—See, "Master Card."

Bibliography of Whist.—See, "Books on Whist."

Blind Whist-Players.—When Disraeli in his romance, "The Infernal Marriage," represents the sage and prophet *Tiresias*, although blind, as a phenomenal whist-player, we are led to wonder where the author obtained his inspiration for this character. Had he lived in this country we might account for it by facts as strange as fiction which have came to light concerning blind whist-players in actual life, who enjoy the game with as much zest as their more fortunate partners. One of these is Henry K. Dillard, of 234 South Twentieth street, Philadelphia, of whom *Whist* of December, 1894, says: "He may never have delivered a great oration, nor led an army to victory, nor written an epic, nor created a great character in fiction, but he has, *without eyes*, become a master of the most intellectual game in the world." Mr. Dillard is a native of Philadelphia, and was engaged in business until 1883, when he was obliged to retire on account of the gradual loss of his eyesight, caused by a disease of the retina, which was brought on by overwork. He knew something of whist when overtaken by his misfortune, but through a suggestion made two years later he was not only able to continue the study of his favorite game, but to become an adept at it. The idea of raised cards was brought to his attention, and since then, through the devotion of his wife, he has been enabled to keep himself in active practice. Mrs. Dillard keeps constantly on hand, for his use, cards pricked by stencil in such a way that by his delicate touch he is able to play the game as readily and accurately as any others at the table, each player calling out his card as played. "Few men can discuss the finer points of whist with more intelli-

gence," says I. W. Holman, in speaking of Mr. Dillard. "As illustrating his remarkable memory, one evening during his visit in Chicago, at the end of a 'rubber,' a discussion arose relative to the first deal, when, to the astonishment of those present, he placed the entire fifty-two cards in their order of play from beginning to end."

Cecil Smith, a young student in the University of California, is another blind whist-player. He has made the game his favorite pastime, and plays it as quickly and as accurately as any good player, recognizing the cards he holds in his hands, and using them always to the best advantage. He has a little machine with which he punctures each card. So fine are the tiny holes made that none of the other players notice them. The cards are in no way marred for practical use, and may be shuffled as any other pack.

The following particulars concerning other blind players are contained in W. P. Courtney's "English Whist and Whist-Players:" "The enthusiasm for whist, which overcomes all obstacles, was never more markedly shown than in the case of some blind players. The system adopted by Stanley, the blind organist, and leader of the oratorio band in 'Drury Lane,' is partly explained by Lætitia M. Hawkins, in her 'Anecdotes' (1822). The cards were marked for him by his sister-in-law, and a pack was a 'great curiosity, eagerly acquired. The "court-card" system had slipped her memory, but the numbers of the pips were pricked on the others with a very fine needle,' the suits being marked in the different corners. His cards were arranged for him by some outsider, and 'each person as he played named the card which he had selected for that purpose.' Dr. Thomas Campbell, who came from Ireland in 1775 and wrote his 'Diary of a Visit to England,' described Stanley 'as a very agreeable person, and comely for a blind man.' He played with 'as much ease and quickness as any man' Campbell ever saw.

"Charles Bennet, the blind organist of Truro Church, played on the same plan, and soon became an expert. When Mr. Henry Fawcett lost his eyesight, his secretary, Mr. Dryhurst, himself a whist-player, devised a similar plan for his chief, who learned to play correctly with remarkable quickness. Three days after he had begun the experiment, he could play and win a game without making mistakes, and without hesitating over the cards longer than his antagonist."

Blocking.—Obstructing partner's long suit by failing to get rid in time of the commanding card in the same. (See, "Unblocking.")

Blocking a suit, keeping a high card of it, so that a player with a number of smaller cards cannot win tricks with them.—*R. F. Foster* [*S. O.*].

"Blue Peter."—A name familiarly applied to the trump signal upon its introduction in England, and used synonymously to this day. Sometimes it is spoken of simply as "the peter." Hence, to "blue peter," or to "peter," means to signal for trumps. Hence, also, the colloquial phrase, "to peter out," used without reference to whist. (See, "Trump Signal.")

In a poem entitled "The Blue Peter," published in the *Westminster Papers*, the nautical origin of the term is fully indicated, and at the same time the fondness of the fair sex for holding back their trumps is also mildly satirized. A

young lady is supposed to be speaking:

Oft when I see the cruel pennon flying,
How my heart bounds and palpitates, and thumps;
Sure, 'tis *enough* to set a poor girl sighing
To see this cruel flag—this call for "trumps."

Perhaps the *best* trumps—the *very* best of all,
My only one, may be, "my own dear Jack!"
And yet I'm bound to answer to the call,
And send *him* forth to strengthen the attack!

Is it not quite unjust—nay, almost "pelfish,"
For a strong tyrant *thus* my all to crave?
In honors rich himself, it seems so selfish
To wrest from me the *only one* I have.

Would it not be—I ask you, in all meekness—
Productive of results at least the same,
For him to leave me—pitying my weakness—
With little Jack to play *my* little game?

I hope he soon will go for his *last* sail;
Then, when I greet him once again on shore,
I'll pray, henceforth *new* methods may prevail
To ask for trumps, and "peters" fly no more!

The peter, simple in its inception, and ineffably stupid in its execution, * * * was the pioneer of the mass of wood-paving which has since been laid down.—"*Pembridge*," [*L+O.*], "*Decline and Fall of Whist.*"

Boardman, Emery.—The author of "Winning Whist," a harmonious system of combined long-suit and short-suit play, was born in Belfast, Maine, March 23, 1849, where he still resides. He received a seminary education; was admitted to the bar in October, 1873; married, June 13, 1878; has held the offices of city clerk, city treasurer, judge of police court, also of the municipal court; has been editor of the Belfast *Advertiser* and Belfast *City Press*. In his book he recommends the American leads from all suits, but not an invariable adherence to the long-suit system of play.

Mr. Boardman defines two styles of game—one the long-suit system, and the other as comprising the tactics of weakness, consisting of concealment, artifice, deception, finesse, underplay. It has always been our understanding that finesse and underplay are more particularly attributes of the long-suit game, and even the other tactics come within its scope. We cannot, therefore, subscribe to this classification.—*Whist* [*L. A.*], *Oct.-Nov. 1896.*

"Bob Short's" Rules.—"Bob Short's" Rules for playing whist appeared in 1792, and enjoyed great popularity, many editions being disposed of. It is said 7000 copies of the book were sold during the first twelve months. These rules were based on Hoyle, and only professed to be "Hoyle Abridged." They were compiled by Anne Lætitia Aikin, afterwards Mrs. Barbaud, the authoress of "Evenings at Home," and "Early Lessons for Children." The rules are herewith reproduced as a matter of interest and curiosity.

1. Lead from your strong suit, and be cautious how you change suits, and keep a commanding card to bring it in again.
2. Lead through the strong suit and up to the weak, but not in trumps unless very strong in them.
3. Lead the highest of a sequence; but if you have a quart or cinque to a king, lead the lowest.
4. Lead through an honor, particularly if the game is much against you.
5. Lead your best trump if the adversaries are eight [long whist] and you have no honor, but not if you have four trumps, unless you have a sequence.
6. Lead a trump, if you have four or five, or a strong hand; but not if weak.
7. Having ace, king, and two or three small cards, lead ace and king, if weak in trumps; but a small one if strong in them.
8. If you have the last trump, with some winning cards, and one losing card only, lead the losing card.
9. Return your partner's lead, not the adversary's; and if you had only three originally, play the best; but you need not return it immediately when you win with the king, queen, or knave, and have only small ones; or when you hold a good

sequence, have a strong suit, or have five trumps.

10. Do not lead from ace-queen or ace-knave.

11. Do not lead an ace unless you have a king.

12. Do not lead a thirteenth card, unless trumps are out.

13. Do not trump a thirteenth card, unless you are a last player, or want the lead.

14. Keep a small card to return your partner's lead.

15. Be cautious in trumping a card when strong in trumps, particularly if you have a strong suit.

16. Having only a few small trumps, make them when you can.

17. If your partner refuses to trump a suit of which he knows you have not the best, lead your best trump.

18. When you hold all the remaining trumps, play one, and then try to put the lead in your partner's hand.

19. Remember how many of each suit are out, and what is the best card left in each hand.

20. Never force your partner if you are weak in trumps, unless you have a renounce or can ensure the odd trick.

21. When playing for the odd trick, be cautious of trumping out, especially if your partner is likely to trump a suit; and make all the tricks you can early, and avoid finessing.

22. If you take a trick and have a sequence, win it with the lowest.

23. (Second hand.) Having ace, king, and small ones, play a small one, if strong in trumps, but the king if weak; and having ace, king, queen, or knave only, with a small one, play the small one.

24. (Third hand.) Having ace and queen, play the queen, and if it wins, return the ace; and in all other cases play the best, if your partner leads a small one.

25. Neglect not to make the odd trick when in your power.

26. Attend to the score, and play the game accordingly.

27. Retain the card turned up as long as possible.

28. When in doubt, win the trick.

Hoyle's more important teaching matter is essentially reproduced [in "Bob Short's" Rules], but with considerable alterations of the wording, mostly quite arbitrary and unnecessary. The division into chapters is also abandoned, which makes the book appear still more confused and unmethodical.—*William Pole* [*L. A+*], "*Evolution of Whist.*"

Book.—The cards comprising the first six tricks taken in play, and gathered into one lot. All the tricks taken above a book count toward game, one point for each trick.

Book Game.—The playing of whist in accordance with rules and directions given in books. A book game is one abounding in theoretical knowledge, but very often lacking the skill which comes from practice.

The game as laid down in the books is strategical and scientific, and embodies the wisdom and judgment of whist sages acquired after long, acute, and sound investigation.—*A. J. McIntosh* [*L. A.*], "*Modern Whist,*" *1888.*

What is required of the game of whist is to make the tricks by the most correct play. In very many cases the book leads are right, and you are not unreasonably to play contrary to their dictation; but do not surrender your common sense to a regulation.—*G.W. Pettes* [*L.A.P.*], "*American Whist Illustrated.*"

Some players seem fond of making mention of the fact that they do not play the "book game," prefer to play their own hand, in their own way, etc. An illiterate person might explain that he did not talk book English, but such explanation would be entirely unnecessary.—*Charles E. Coffin* [*L. A.*], "*Gist of Whist.*"

Do not run away with the impression that a thorough knowledge of all the conventionalities of the game will enable you to win every time you play, or will even give you any great advantage over those who do not possess this knowledge to the same extent. I am of opinion that a book knowledge of whist is of little value so far as winning games is concerned. Ignoramuses sometimes hit on plays that surpass the cleverest devices of genius. The great value of the conventional knowledge of whist lies in the fact that the game becomes an intellectual recreation, and the book-player derives an inward satisfaction from it that it does not yield to others.—*R. F. Foster* [*S.O.*].

Book-Player.—One who plays in accordance with the rules laid down in books, but who very often is lacking in practical knowledge of the game, or handicapped by a too rigid adherence to rule.

The book-player is a safe man as a partner, but is not very dangerous as an adversary.—*A. W. Drayson* [*L+A+*], "*Art of Practical Whist.*"

The book-player depends entirely on his knowledge of certain conventionalities and signals, and when he cuts in with those who do not know them he is really worse off than if he knew nothing.—*R. F. Foster* [*S. O.*], "*Whist Strategy.*"

"Books of the Four Kings."—A half-humorous expression, meaning a pack of cards. Now obsolete.

Cards used to be called in England "the books of the Four Kings." The best-known instance is that said to be used by Mrs. Piozzi in "Retrospection," where she remarks that it is a well-known vulgarity in England to say: "Come in; will you have a stroke at the history of the Four Kings?"—*W. P. Courtney* [*L+O.*], "*English Whist.*"

Books on Whist.—A complete bibliography of whist would number hundreds of volumes. The following is a carefully arranged alphabetical list of the more important works that have been published on the game. In this list will be found all those books which have affected or influenced the development of whist, from its infancy down to the present day:

"Advanced Whist," by "Aquarius" (L. d'A. Jackson). London, 1884; New York, 1884.

"Advice to the Young Whist-Player," by Thomas Mathews. London and Bath, 1804; eighteenth edition at Bath, 1828; New York, 1857.

"American Hoyle, The," edited by "Trumps," New York, 1865; thirteenth edition in 1880.

"American Leads Simplified," by "Cavendish" (Henry Jones). London, 1891.

"American or Standard Whist," by G. W. P. (George W. Pettes). Boston, 1880. (Eight editions.)

"American Whist," (by Jacob A. Hoekstra). Originally published in the Rochester (N. Y.) *Post-Express*, 1888. Second edition, 1893.

"American Whist Illustrated," by G. W. P. (G. W. Pettes). Boston and New York, 1890. (Ten editions.)

"Art of Practical Whist, The," by A. W. Drayson. London and New York, 1879. In 1897 it had passed through five editions.

"Card Essays, Clay's Decisions, and Card-Table Talk," by "Cavendish" (Henry Jones). London, 1880.

"Common Sense in Whist," by Charles R. Keiley. New York, 1898.

"Compend of Short Whist, A," by S. Seymour. Quebec, 1878.

"Correct Card, or How to Play at Whist," by Arthur Campbell-Walker, London, 1876; New York, 1876. (Thirteenth thousand published in 1885.)

"Das Edle Whist" ("The Noble Game of Whist"), by T. S. Ebersberg. Vienna, Leipsic, etc., 1836. (Eighth edition in 1888.)

"Decline and Fall of Whist, The," by "Pembridge" (J. P. Hewby). London, 1884.

"Duplicate Whist," by John T. Mitchell. Chicago, 1891; second edition, Kalamazoo, 1897.

"Duplicate Whist and Whist Strategy," by R. F. Foster. New York, 1894.

"Easy Whist," by "Aquarius" (L. d'A. Jackson). London, 1883; New York, 1884.

"Encyclopedia of the Game of Whist, Prefaced with Words of Advice to Young Players," by William Cusack-Smith. London, 1891.

"English Whist and Whist-Players," by William Prideaux Courtney. London and New York, 1894.

"Epitome of the Game of Whist, An," by E. M. Arnaud. Edinburgh, 1829.

"Evolution of Whist, The," by William Pole. New York and London, 1895.

"Foster's Complete Hoyle," by R. F. Foster. New York, 1897.

"Genie du Whiste," by Gen. Baron de Vantré. Brussels, 1843. The fourth edition appeared in Paris, 1847; fifth edition, Paris, 1848.

"Gist of Whist, The," by Charles E. Coffin. New York, 1893; fourth edition, New York, 1894; fifth edition, New York, 1896.

"Handbook of Whist, A," by "Captain Crawley" (George F. Pardon). London, 1863.

"Handbook of Whist," by "Major Tenace" (George W. Bailey). New York, 1886; second edition, 1888.

"Handbook of Whist," by "Trumps" (W. B. Dick). New York, 1884.

"Hands at Whist, The," by "Aquarius" (L. d'A. Jackson). London, 1883; New York, 1884.

"Hints to Whist-Players, A Few," by Percival Haslam. Privately printed in London, in the latter part of the eighteenth century.

"Home Whist," by "Five of Clubs" (Richard A. Proctor). London, 1885. Second edition, London, 1889; New York, 1889.

"Howell's Whist Openings," by Edwin C. Howell. Boston, 1896.

"How to Play Whist," by "Five of Clubs" (Richard A. Proctor). London, 1885; New York, 1885; London, 1889.

"Hoyle Abridged; or, Short Rules for Short Memories at Whist," by "Bob Short" (Anne Lætitia Aikin). Bath,

1792. Many editions. Over 7000 copies sold during the first year.

"Laws and Practice of Whist," by "Cælebs" (E. A. Carlyon). London, 1851; second edition, 1856; New York, 1859.

"Laws and Principles of Whist, The," by "Cavendish" (Henry Jones). London, 1862; New York, 1864; twenty-two editions up to 1897.

"Laws and Regulations of Short Whist," by "A. Trump, Jr."(William Pembroke Fetridge). London and Paris, 1882; New York, 1888.

"Laws of Short Whist," edited by John Loraine Baldwin; with a Treatise on the Game, by James Clay. London, 1864; New York, 1866. Several editions. Dutch translation, Gravenhage, 1878.

"Maxims for Playing the Game of Whist," by William Payne. London, 1773. (The first edition was published anonymously, about 1770.)

"Modern Scientific Whist," by C. D. P. Hamilton. New York, 1895; second edition, 1896.

"Modern Whist," by Clement Davies. London and New York, 1886.

"Modern Whist with Portland Rules, and Decisions Thereunder," by (A. J.) McIntosh. Utica, N. Y., second edition, 1888.

"Philosophy of Whist, The," by William Pole. London, 1883; New York, 1884. Fifth edition, London, 1889.

"Practical Guide to Whist, A," by Fisher Ames. New York, 1891. (Sixth edition, 1894.)

"Rationelle Whist, Das," by Ritter (Knight) Ludwig von Cœckelbergle-Dützele. Vienna, 1843.

"Short-Suit Whist," by Val. W. Starnes. New York, 1896.

"Short Treatise on the Game of Whist, A," by Edmond Hoyle. London, 1742. (Sixteen editions were published in England during his lifetime); Gotha (German edition), 1768; Vienna (French), 1776; Paris, 1781; Amsterdam (Dutch), 1810.

"Short Whist, Its Progress, Rise, and Laws," by "Major A." (Charles B. Coles). London, 1834; sixteenth edition, 1864; eighteenth edition, with Pole's Essay on the "Theory of the Modern Scientific Game," 1865.

"Short Whist; to which is Added Long Whist by 'Admiral' (James Burney)," by F. P. Watson. London, fourth edition, 1846. (Burney's essay was originally published in 1821, a second edition appearing in 1823.)

"Theory and Practice of Whist," by "Captain Crawley" (George Frederick Pardon). London, 1865; tenth edition, 1876.

"Theory of the Modern Scientific Game, The," by William Pole. London (anonymously), 1864; London, 1870, with author's name; New York, 1872. (Seventeen editions up to 1897.)

"Traité du Whiste," by G. le Breton Deschapelles. Second Partie, La Legislation. Paris, 1839. (Part I. never published.) English edition, called "Treatise on Whist, with Laws." London, 1839.

"Traité du Whiste l'ingénu, ou Whiste à Trois," by G. le Breton Deschapelles. Paris, 1842.

"Universal Whist," by G. W. P. (George W. Pettes). Boston, 1887. (Four editions.)

"What to Lead," by "Cam" (Waller A. Lewis). London, 1865.

"Whist Developments, American Leads, and the Plain Suit Echo," by "Cavendish" (Henry Jones). London, 1885. (In later editions the latter part of the title was changed to "Unblocking Game.")

"Whist for All Players," by "Captain Crawley" (George F. Pardon). London, 1873.

"Whist for Beginners," by C. T. Buckland. London, 1882; London, 1883; New York, 1884.

"Whist: How to Play and How to Win," by Thomas Brittain. Manchester, England, 1882.

"Whist in Diagrams," by G. W. P. (G. W. Pettes). Boston, 1891.

"Whist, Its History and Practice," by "An Amateur," with illustrations by Meadows. London, new edition, 1844.

"Whist Laws and Whist Decisions," by A. W. Drayson. New York, 1896.

"Whist Manual, A," by R. F. Foster. New York, 1890; three editions up to 1897.

"Whist of To-day," by Milton C. Work. Philadelphia, four editions, 1896.

"Whist, or Bumblepuppy?" by "Pembridge" (J. P. Hewby). London, 1880; Boston, 1883; London, 1895.

"Whist-Player, The," by "Lieutenant-Colonel B." (H. C. Bunbury). London, 1856; second edition, 1858.

"Whist-Player's Guide, The," by H. F. Morgan. London, 1881.

"Whist Sketches," by C. S. Boutcher. Easton, Pa., 1892.

"Whist Strategy," by R. F. Foster (published in the same volume with his "Duplicate Whist"). New York, 1894.

"Whist Table, The, A Treasury of Notes on the Royal Game," edited by "Portland." New York, 1894.

"Whist Tactics," by R. F. Foster. New York and London, 1895.

"Whist Up to Date," by C. S. S. (Charles Stuart Street). New York, 1896.

"Whist: Which Card to Lead," by "Cam" (Waller A. Lewis). London, two editions, 1865; third edition, 1866; fourth edition, 1867.

"Whist, With and Without Perception," by "Cavendish" (Henry Jones). London, 1889.

"Winning Whist," by Emery Boardman. New York, 1896.

In order to obtain even mediocrity at whist it is necessary to read some of the books that have been written on the subject, and it is better to read them all.—*A. W. Drayson* [*L+A+*] "*The Art of Practical Whist.*"

"Boston."—One of the earliest and most popular offshoots of whist, specially adapted for betting purposes. It is supposed to have originated in Boston. Rules for its play were published in Paris as early as 1810. "Boston" is played by four persons with a full pack of fifty-two cards. The dealer gives four cards to each player, then four more, and then five. No trump is turned, but a second or still pack is cut, and the top card turned up for the trump. The suit to which it belongs is first preference (after the manner of "cayenne"), and the other suit of the same color is second preference. The two remaining colors are plain suits for that deal. "Boston" closely resembles "solo whist" (a very successful offshoot) in the matter of bidding, and one player playing single-handed against the other three. Each player, in turn, announces the number of tricks which he is willing to undertake to win, if allowed to name the trump suit; or to lose a certain number, the play to proceed without trumps. The bids range from five tricks, which is now called "boston" (although formerly "boston" was the grand slam), to the winning of thirteen tricks (the "grand slam"). To lose twelve tricks, with the privilege of first discarding a card which is not to be exposed, is called the "little misère;" to lose every trick, the "grand misère." The "little spread" is the same as the "little misère," with this additional feature: the single player's hand is exposed on the table. To lose every trick under the same circumstances is called the "grand spread." The successful bidder tries to win or lose a certain number of tricks, and the other three players combine in their efforts to prevent him from so doing. If he is successful, his adversaries are obliged to pay him a certain number of counters or chips, according to a fixed schedule. If he fails, he is obliged to pay each adversary, also in accordance with a fixed schedule. There is also a pool, made up at the beginning of the game, by each player depositing a counter or chip in a small tray or basket. This pool goes to the successful player, provided he made a bid of seven or better. If he loses, however, he is obliged to double the pool—*i.e.*, put into it an equal number of counters. The game is finished by the play of twelve hands.

The stakes at "boston" depend upon the value of the counters. One cent for a white counter is considered a pretty stiff game; because it is quite possible for a single player to win or lose a thousand white counters on one hand, and the payments very seldom fall short of fifty.—*R. F. Foster* [*S. O.*], "*Complete Hoyle.*"

In "boston" and "boston de Fontainbleau," in addition to making the trump suit, instead of turning it up, further departures are introduced by naming the number of tricks to be played for, allowing the player to take all or none without any trump suit, and by "spreading" certain hands, without allowing the adversaries to call the exposed cards.—*R. F. Foster* [*S. O.*].

"Boston de Fontainbleau."—This is "boston" with slight variations. Instead of doubling the pool, the unsuccessful player puts into it an amount equal to that which he loses to each of the other players. The bids rank in a slightly different order, and there is an additional bid called the "piccolissimo." This means to win one trick exactly, after discarding an unknown card, there being no trump suit. The order of the suits is always: diamonds, hearts, clubs, and spades.

Honors are counted in the game abroad, but not very often in America. Unlike in "boston," a player, having once passed, cannot bid again; and before playing, the bidder who is successful may call for a partner, although this is not often done.

Boyce, Matthias.—See, "Mogul."

"Bridge."—An offshoot or variety of whist, played after the manner of dummy, with certain additions which greatly facilitate betting. Like "boston" and "solo whist," it lends itself readily to gambling purposes, and is largely used at the clubs by those who play for money. It is said to have originated in Athens, and to have spread thence to Russia and France, and from one of these countries to England, where in 1897 it had become a craze which was viewed with grave apprehension by the lovers of true whist. In a letter received from Walter M. Deane, of Bath, under date of September 6, 1897, occurred this doleful observation: "I regret to say that whist is greatly on the wane in England, owing to the prevalence of a gambling spirit that has favored the introduction of the game of 'bridge.' It is with difficulty now that at some clubs a whist table can be formed." "Cavendish" deplored the same state of affairs, and had not been to the Portland Club for over a year because "bridge" was in full possession. "It is disgusting," he wrote, "to think that the temple of whist has been thus desecrated."

All this seems to be but the natural outgrowth of the English mode of playing whist for stakes, although Charles Mossop, in a letter dated September 13, 1897, expresses it as his opinion that "Cavendish" and the American leads "had something to do with it," his idea being that Englishmen were driven from whist by these innovations. It would appear rather curious, though, in that case, that they should fly to another innovation, such as "bridge" undoubtedly is. It seems more natural to trace the craze terminating in "bridge" to the same causes which were at work when, in 1810 or thereabouts, English players cut the game of whist in two at the behest of the gamblers (see, "Short Whist"), in order to make money circulate faster at play. Now, it seems, they are ready (let us hope, only temporarily) to throw over whist altogether in favor of a gambling game pure and simple. It is to be regretted that "bridge" has found its way also to America, and that many of our whist-players have yielded to its temptations. They will undoubtedly live to regret it, and more especially its introduction into whist clubs, where it is as much out of place as poker, or other games of chance; especially as the by-laws of nearly every club prohibit play for money, and the American Whist League is on record as opposed to such play.

The laws of "bridge" conform in general to the laws of dummy whist, with certain exceptions necessitated by the difference in the two games.

The rubber, best of three games, is played, and the trump is declared by the dealer, or may be passed by him, at his option, to his partner, in which case the latter must declare it.

A game consists of thirty points, scored by tricks, the same as in whist. The value of the trick points varies with the trump declared, being two in spades, four in clubs, six in diamonds, and eight in hearts. When "no trump" is

declared, the value of each trick point is twelve.

When trump is declared the honors are ace, king, queen, jack, and ten of the trump suit; otherwise, the four aces. Three honors count the same as two tricks in the suit declared for the side holding them; four honors count the same as four tricks, and five honors the same as five tricks. When held in one hand, four honors count the same as eight tricks; four in one hand, with one in partner's hand, equal nine tricks, and five in one hand equal ten tricks. When "no trump" is declared, three aces held by one side count thirty; four aces, forty; and four aces held in one hand, one hundred.

The slam adds forty points to the honor count, and the little slam, twenty points.

Chicane, one hand containing no trumps, is equal in value to simple honors. If the partner of a player having chicane scores honors, he adds the value of three honors to his score. If the adversaries score honors, an equal value must be deducted from their score.

When a rubber is concluded the total scores for tricks and honors (including chicane and slam) made by each side, are added up, and one hundred points are added to the score of the winners of the rubber. The difference between the two scores, when thus completed, is the number of points won or lost by the winners of the rubber.

As in dummy, there is no misdeal.

The dealer has the first privilege of declaring a trump, or "no trump;" in the latter case, the hand must be played without a trump suit. If he does not desire to exercise his privilege, he must say, "Make it, partner," and the latter is bound to declare a trump. Now we come to the most objectionable feature of the game. The dealer or his partner having made a declaration, the opponents have the privilege of going "over" or "doubling" the value of the tricks, if they do not think the other side can make the odd trick. The latter may "redouble," and then the others again have the say; and thus the thing may go on, like the "raise" in draw-poker, until one side or the other backs down. Here is where "bridge" reaches the level of poker. The raising of the value of the trick points does not, however, affect the value of the honors, slam, or chicane.

The dealer's partner holds the dummy hand, and as soon as all the preliminaries are over and the first card is led, the dummy hand is placed upon the table face upwards, and the cards are played by the dealer unassisted by his partner.

A significant section appears in the "etiquette of bridge," as follows: "While there is nothing in the code to prevent 'going over' *ad infinitum*, such a practice may be attended with undesirable results: such as carrying the cost of the game far beyond its original design. Therefore, it is suggested that one hundred points be the limit for any one trick."

Dummy "bridge" is played by three persons, usually in single games instead of rubbers, the winner of the game adding fifty points to his score. The original dummy remains such during the entire game, or rubber, if the rubber is played. Dummy is held by the player who draws the lowest card, and dummy always has the first deal. The dealer makes the trump from the hand for which he deals. The dealer's left-hand adversary is the only player who has the privilege

of "going over." Otherwise the play is the same as in "bridge."

In many clubs "bridge" has taken the place of whist, but I do not think "bridge" has come to stay. In my opinion, the two games will not bear any comparison.—*A. W. Drayson* [*L + A+*], *Letter, October 30, 1897.*

The game is played, after the lead of the first card, almost exactly as if it were dummy whist. The differences between the two games lie mainly in the declaration of trumps and the increasing values by going over, the differing values of suits, methods of scoring, and rubber count.—*C. R. Keiley* [*S. O.*], "*The Laws of Bridge,*" *1897.*

In "bridge," the stake is a unit, so much a point. The number of points won or lost on the rubber may be only two or three, or they may run into the hundreds. The average will vary, according to the style of play: *some persons habitually bidding up hands to much beyond their value.* In settling at the end of the rubber, it is usual for each losing player to pay his right-hand adversary.—*R. F. Foster* [*S. O.*], "*Complete Hoyle.*"

"Bridge" is one of the most valuable aids to whist that has ever been exploited, *entirely aside from the betting features of the game, which are more or less reprehensible,* depending on the point of view. Anyone who plays the game cannot fail to be impressed by the vista of possibilities it opens up in the way of tenace and finesse illustrations. An exposed-hand game may not be whist, but one must learn to crawl before he can run, and "bridge" gives an opportunity for acquiring this primary knowledge. Again, it will teach the beginner as no other game that I know, the advantage or disadvantage of extremely aggressive play. —*C. R. Keiley* [*S. O.*], *Letter, Oct. 11, 1897.*

Briggs, J. H.—A leading whist-player and whist analyst of the West. Mr. Briggs was born July 5, 1863, at Auburn, Maine, and after graduating at Yale, in 1885, immediately went to Minnesota, where he taught for a time, and then engaged in the life insurance business. In 1897, after a university course in assaying and mineralogy, he went to Oregon and engaged in prospecting for gold. He has always enjoyed sports and outdoor exercise. For three years he was a member of the Yale athletic team (captain in his senior year), and in 1895 he made the State record of 207 as a sharpshooter in Minnesota's champion militia rifle team. He has for many years been a devoted student of whist, and an expert in play and analysis. With his brother, O. H. Briggs (also a good player), he was a delegate from the Minneapolis Chess, Checkers, and Whist Club to the first congress of the American Whist League, in 1891. He was a delegate to the second congress, and chairman of the tournament committee, which position he also held at the fifth congress. At the third, fourth, and fifth congresses he was captain of the Minneapolis team which won the Hamilton Trophy in 1893, the Challenge Trophy in 1894, and which was beaten in the final match for the Hamilton Trophy in 1895. At the sixth congress he was a member of the St. Paul team, Minneapolis having no team that year. Mr. Briggs was elected a director of the League at the second congress, and re-elected at the fourth congress. (See, "Whist Analysts.")

Bring In.—To successfully manage the cards so as to take all the tricks in a suit, after the adverse trumps are exhausted. To overcome all difficulties and bring in the long suit of a hand is one of the chief objects of the modern scientific game.

Unless you have good cards of re-entry, or good prospect of holding long trumps, do not try to bring in a suit of which you have not perfect command.—*R. A. Proctor* [*L. O.*].

When your suit is once established, if the adversaries' trumps are out, and you can get the lead, it is obvious you may make a trick with every card of it you hold, and this is called bringing it in.—*William Pole* [*L. A+*], "*Theory of Whist.*"

Brooklyn Trophy.—A trophy presented by the whist-players of Brooklyn, N. Y., to the American

Whist League in 1896. It is in the form of a handsome shield, made of highly polished hardwood, and suitably inscribed. The trophy is contested for by teams of not less than sixteen players, representing auxiliary associations, at each annual congress, under rules prescribed from time to time by the executive committee. It is held by the association winning it at the annual congress until the first day of the following October. It is held subject to challenge from October 1 until the end of the following May, and from the last of May until the next congress, it is held by the winner of the last match played for it prior to June 1. The trophy remains the property of the League.

The Brooklyn Trophy was played for the first time in 1896, at Manhattan Beach, by the New Jersey and New England Whist Associations, and was won by the latter by nine tricks. The New England Association afterwards again successfully defended it against a challenge from the New Jersey Association.

At the seventh congress, at Put-in-Bay, 1897, the trophy was played for by three organizations—the New York, the New England, and the Atlantic Whist Associations. Each association presented twenty players, and the arrangement was such that each league played a match against each of the two others. The result was a victory for the New York State Association, which defeated New England by nine tricks, and the Atlantic Association by one, winning both matches and the trophy. The Atlantics beat New England by thirteen tricks.

Brush "Tramp Trays."—Early in the year 1896, it occurred to W. B. Brush, of Austin, Texas, to send out a number of duplicate whist trays, with hands to be played by whist-players in various cities throughout the United States. The deals were prepared by the editor of *Whist*, having occurred in actual play, and being especially desirable for the opportunities which they contained for loss or gain. Mr. Brush had a large tin box made to contain the trays and accessories, and after a sufficient number of volunteers had been obtained to play them, and a route laid out, they were started on their way February 26, 1896, going from place to place by express. The route, with some variations (return journeys to States already visited), was as follows: From Texas to New Mexico, California, Utah, Washington, Montana, Dakota, Minnesota, Wisconsin, Iowa, Kansas, Tennessee, Missouri, Illinois, Indiana, Michigan, Ohio, Pennsylvania, South Carolina, District of Columbia, New Jersey, New York, Connecticut, Rhode Island, Massachusetts, Maine. Nearly one hundred sets of players agreed to play the hands, subject to rules which contained the following provisions: The party receiving the trays immediately notified the next one on the list, by means of a postal card found in the box, and also notified Mr. Brush, to whom copies of all scores made were forwarded as soon as possible after the play. The players in one city prepaid express charges to the next, attaching a shipping tag provided in the box. All players were on honor not to examine the previous scores before playing the hands, and no player was to examine the hands in the trays, or allow anyone to do so, prior to playing the same, in order that all players might have absolute confidence that all scores were honestly made. In case the cards

in any of the trays should get mixed, an envelope marked "Paine's Whist Hands" was provided, containing information by which they could be rearranged. By June, 1896, the trays had arrived at Milwaukee, Wis., and on July 14, 1897, they were at Ashtabula, O., which was number fifty-one on the list. Mr. Brush wrote us about that time, stating that although the progress made had been very slow, he was in hopes that the trays would move faster in the East than they did in the West. He said: "These 'tramps' will have covered over twenty thousand miles when they get to their journey's end." On September 3, 1897, they were at Fredonia, N. Y.

Buell, Mrs. Sarah C. H.—An excellent teacher of whist, and a player of more than local reputation, residing at Providence, R. I. Mrs. Buell has been familiar with card games all her life, and in years past, when considered a hopeless invalid, was wont to bury herself in her whist-books and forget her aches and pains. Thus she became thoroughly acquainted with the theory and science of the game, and this was very noticeable in her play. Friends urged her to take up the teaching of the game professionally, and in the spring of 1896 she formed her first classes in Providence. Since then she has taught in other places as well. *Vogue* of July, 1897, said: "Mrs. Buell has had the advantage of living amid whist surroundings, the effects of which are readily seen in her game. Mr. Walter H. Barney, president of the American Whist League, is among those who appreciate the fact that Mrs. Buell is a partner at whist to be desired, and an adversary to be feared."

"Bumbledog."—A humorous variation of the word "bumblepuppy" (*q. v.*), intended to convey the idea of a bad player at whist who has grown gray in the practice of bumblepuppy; one of an irreclaimable and hopeless class of whist-butchers.

"Whist" and "bumblepuppy" have long been clearly defined and adopted as classics; but there also exists, in whist-playing circles, a manifestation of eccentricity in principle and method which compels classification as "bumbledog." This variety of whist is confined to the games played by elderly gentlemen of stubborn disposition—those courtly old-time cavaliers who fancy they learned whist in the early part of their century, and who still persist in counting "two by card" as if there were now anything else by which to count. These droll elderly gentlemen always talk over the table, and bumble worse than the worst young bumblers. "That's my king"—"That's the best out"—"Now I want the lead"—"Why didn't you return my heart?"—are a few of their pet phrases. They play to take tricks—these obstinate old bumbledogs do—and to force a partner, lead from a sneak, and play entirely with reference to their own hands, are but a few of their exasperating offenses. In their minds, age and custom seem to hallow their nefarious practices; and a younger whist-player, or even an aroused "bumblepuppy" who ventures timid remonstrance, is met with the jocose retort: "Teach me whist? Why, bless your life, I played whist before you were born." On account of respectable connections, these wicked bumbledogs are cherished in society; and so go quaintly on their way, always demanding younger partners at table, always rejecting scornfully any suggestion or advice, and invariably disrupting the harmonious flow of a good game. Dear old bumbledogs! we love your gray hairs and shaky knees; we respect your clean life-records and spotless linen; we dote on your old-time gallantry and thread-bare jests; but oh—here we dare to say it—we detest your style of whist-playing, and when cards are out we shall dodge you whenever we can.—*C. E., Whist, March, 1895.*

Bumblepuppist.—A person who imagines himself a whist-player, but is only a player of bumblepuppy; a bad player.

The bumblepuppist, like Artemus Ward's bear, "can be taught many inter-

esting things, but is unreliable;" he only admires his own eccentricities, and if a person of respectable antecedents gets up a little pyrotechnic display of false cards for his own private delectation, the bumblepuppist utterly misses the point of the joke, he fails even to see that it is clever; if such a comparison may be drawn without offense, he doesn't consider what is sauce for the goose is sauce for the gander.—"*Pembridge*" [*L+O.*].

Bumblepuppy.—Playing at whist in ignorance or defiance of the rules, or both. This ludicrous description of bad whist-play is a provincial English term, and was originally used to describe the ancient game of nine-holes, of which Drayton sings:

Th' unhappy wags which let their cattle stray,
At nine-holes on the heath while they together play.

Nine-holes was a game in which nine holes were made in the ground in the angles and sides of a square, for the purpose of bowling a ball into them according to certain rules. The square naturally suggested the whist table, and in that manner the popular designation of nine-holes came to be applied to the blundering attempts at whist made by the tyro or the wilfully ignorant and perverse. The word is used in this sense in a note in Strutt's "Sports and Pastimes" (1801), volume 3, chapter 7, page 242. In the London *Saturday Review* of October 25, 1884, we find "bumblepuppy, or domestic whist, at shilling points" spoken of. And in *Longman's Magazine*, volume 6, page 597 (1885), there is mention of "a common form of home whist called by 'Pembridge' bumblepuppy." It was "Pembridge" (J. P. Hewby) who was really responsible for the general acceptance of the term by the whist world. In his delightfully humorous lectures on whist entitled "Whist, or Bumblepuppy?" he discourses as follows: "'Bumblepuppy was played in low public houses.' 'Here and there were bumblepuppy grounds in which players rolled iron balls into holes marked with numbers.'—*Chronicles of Newgate.* From which I infer that in the good old times this game first drove its votaries to drinking, and then landed them in a felon's cell." And he might have added that heavy consequences have also been known to fall upon the unfortunate partners of bumblepuppists who went unsuspectingly with them to the whist table. In fact, it is claimed by some that bumblepuppy is responsible for not a little insanity. "Pembridge," evidently forgetful of this, spreads broadcast the following rules for the practice of bumblepuppy:

1. Lead a singleton whenever you have one.

2. With two small trumps and no winning card, lead a trump.

3. Ruff a suit of which your partner clearly holds best, if you are weak in trumps.

4. Never ruff anything if you are strong.

5. Never return your partner's trump, if you can possibly avoid it, unless he manifestly led it to bring in a suit of which you led a singleton.

6. Deceive him whenever you get a chance.

7. Open a new suit every time you have the lead.

8. Never pay any attention to your partner's first discard, unless it is a forced discard. Lead your own suit.

9. Never force him under any circumstances unless you hold at least five trumps with two honors; even if you lose the rubber by it, play "the game!"

10. Devote all your remaining energies to looking for a signal in

the last trick. If unable to discover which was your partner's card—after keeping the table waiting for two minutes—inquire what trumps are, and lead him one on suspicion.

"I really do not know what to lead." The lady or gentleman who habitually indulges in this apostrophe had better say at once, "I really do not know how to play."—*A. Hayward* (*O.*).

A player of this bumblepuppy game, who has been lucky in getting a number of good hands, does indeed arrogate to himself the character of a good player.—*R. A. Proctor* [*L. O.*], *Longman's Magazine, February, 1885.*

Their game is a miscellaneous scramble for tricks with master cards, and their ideal a ruff. After the smoke of battle of the aces and kings has cleared, their minor cards are either helpless or but factors of chance. Doubtless this affords them amusement, and they fancy they are playing whist.—*C. S. Boutcher* [*L. A.*], "*Whist Sketches*," *1892.*

In this, as in other whist points, he must reason, and if he cannot reason, he cannot play whist. That there are a large number of players who think they play whist, and do not reason, it is too true; but we say that such play may be bumblepuppy, or some other game—it certainly is not whist.—*Charles Mossop*, [*L + O.*], *Westminster Papers.*

In the library or drawing-room a table is made, and A says, as he looks over his thirteen cards, "I declare I don't know what to play!" B responds, "You would if you had *my* hand; it's awful!" And C says, "Well, play *something;* I can follow suit to *anything!*" And D groans, "Yes, give us something; I want to get through with *this* hand!" Not one of the party happens to hold three aces, three kings, three queens, and four trumps—and is not satisfied. They do not think that among them are distributed all the cards there are, and that it is by the best use of such as each may chance to hold, the great game is played.—*G. W. Pettes* [*L. A. P.*].

It is often said that every one in England loves whist. It would be truer to say that every one loves a game which is supposed to be whist. But ninety-nine out of a hundred of those who suppose they play whist hardly know what the game is. The game at which they really play has been called by the ingenious "Pembridge" bumblepuppy. It is a sort of blunder-blindfold game, which must be interesting, I suppose, since so many play it. Nay, let us be honest. Even we who know what whist is (which is by no means claiming to play finely) have most of us had a period of bumblepuppy.—*R. A. Proctor* [*L. O.*], *Longman's Magazine, February, 1885.*

Specimen of bumblepuppy *in excelsis:* Score, love all. Trumps, diamond nine. Z is a bumblepuppist with the highest opinion of himself:

Tricks.	A	Y	B	Z
1	♡ 5	♡ 6	♡ 2	♡ 4
2	◇ 2	◇ 5	◇ 4	◇ K !
3	♠ 3	♠ K	♠ A	♠ 4 !!
4	♠ 7	♠ J	♠ 2	♠ Q
5	◇ 8	◇ 10	♠ 10	♠ 9 !!!
6	◇ 3	◇ 7	◇ 6	◇ Q !!!!
7	♣ 3	◇ J	◇ A	◇ 9 !!!!!
8	♣ 4	♡ 8	♠ 8	♣ 2
9	♣ 6	♣ 8	♠ 6	♣ 9
10	♣ 7	♡ Q	♠ 5	♣ J
11	♡ 10	♡ A	♡ 3	♡ 9
12	♡ 7	♣ A	♣ 5	♣ K
13	♡ J	♣ Q	♣ 10	♡ K

This is the worst hand ever played, without exception; it is a microcosm, complete in itself, and contains examples of stupidity, selfishness, duplicity, defiance of all recognized principles, and every conceivable villainy.

Trick 2.—The misplaced ingenuity in deceiving Y as to the position of the queen is worth notice.

Trick 3.—The lead of the only weak suit, in preference to the strong suit of clubs, playing up to declared weakness in hearts, or returning the trump, is very neat.

Trick 5.—The force here of the trump leader, inducing him to believe that Z at any rate holds the remaining spades, an illusion carefully fostered by B, is especially good.

Trick 7.—The return of the trump at this point, with the best trump (probably) and three long spades (certainly) declared against him in one hand, is a real gem.—"*Pembridge*" [*L + O.*], "*Whist, or Bumblepuppy?*"

Bumper.—Winning two games running before the adversaries have scored. (An English term.)

Bunn, George L.—George L. Bunn, whist analyst, and editor of the questions and answers depart-

ment of *Whist*, was born at Sparta, Wis., June 25, 1865. Moved with his parents to Madison, Wis., in 1879; was graduated from the University of Wisconsin, June 24, 1885. He became interested in the game about the year 1880, through the fact that both his parents were whist-players, and he was often called upon to take a hand in their games. Before leaving college he was accounted a fairly good player, and with a thorough study of Pole, Drayson, "Cavendish," and "G. W. P.," he rapidly improved. In June, 1888, he was admitted to the bar, and in September of the same year he removed to St. Paul, where he has resided ever since, being at this writing district judge of that city. He joined the St. Paul Whist Club soon after his arrival, and also became a member of the Minneapolis Whist Club, and of the Cavendish Whist Club of St. Paul. He made his first appearance at the third congress of the American Whist League, in Chicago, as a member of the Minneapolis team which won the Hamilton Trophy. He was unable to attend the fourth congress, but played at the fifth, in Minneapolis, in 1895, with the St. Paul team, which was defeated by the Hamiltons; and likewise in 1896, at Manhattan Beach. He played on the Minneapolis team in the fall of 1894–5 in its challenge matches for the A. W. L. Challege Trophy, the team winning every match played. He was a member of the St. Paul team that won this trophy at St. Louis in January, 1896, and played with that team in the subsequent matches during the year, winning every match.

Judge Bunn was elected a director of the American Whist League in 1895. He edited a whist column for the St. Paul *Globe* for one year, beginning January 1, 1896, but abandoned it upon his appointment as a judge of the district court. He has always been a consistent advocate of the long-suit game, although willing to give new ideas a fair trial. His labors as a whist analyst consist largely of published analyses of deals played in trophy matches, noteworthy deals played by himself and associates, and deals submitted by correspondents. He has also written many original articles, both elementary and on advanced points in play.

There are few better whist-players in this country to-day than the captain of the St. Paul team, George L. Bunn. His analyses of the recent A. W. L. hands are the best we have, and the published records of his individual play show that very few tricks escape him in a match. But Mr. Bunn is not a short-suiter. On the contrary, he is bitterly opposed to the short-suit game.—*R. F. Foster* [*S. O.*], *New York Sun, March 22, 1896.*

We congratulate ourselves, and our readers, upon having arranged with Mr. George L. Bunn, the well-known whist expert, to take charge of our "Whist Catechism" department. As a player he ranks with the finest in the country, and his powers of masterly analysis have earned him a well-deserved and well-established reputation. No department of this journal more fully combines the features of present interest and permanent value than the "Whist Catechism," and it could not possibly be in more capable care. Mr. Bunn's acknowledged ability is now at the service of our readers, through these columns, and they could not have a sounder authority to which to refer as adviser, or as referee in disputed points of play.—*Whist* [*L. A.*], *June, 1897.*

Burney, Admiral James. — A very skillful player of whist, and a friend of Charles Lamb. He published, in 1821, "An Essay, by Way of Lecture, on the Game of Whist," in which he criticised the opinions of Mathews. His death occurred suddenly in November of the same year, and in 1823 a second edition of his book was published, with the title changed to "A Treatise on the Game of Whist." In 1842 the title

was again changed by Francis Paget Watson, who incorporated the essay in his volume on "Short Whist," calling Burney's work, "Long Whist, With Instructions for Young Players."

Bye, Drawing The.—In duplicate whist matches it sometimes happens that three sets of adversaries can meet only two at a time, in which case one set must sit out during the first round. This is decided by lot, and those who remain out are said to draw the bye.

Bystander.—One who witnesses a game of whist without being actively engaged; a spectator.

In all cases of dispute, the bystanders shall act as umpires.—*Deschapelles* [*O.*], "*Laws*," *Section 132.*

No bystander has a right, either (1) to walk round the table at which the game is playing; or (2) even to place himself so as to be able to look over two hands.—*Deschapelles* [*O.*], "*Laws*," *Section 138.*

Bystanders should make no remarks, neither should they by word or gesture give any intimation of the state of the game until concluded and scored, nor should they walk round the table to look at the different hands.—*Etiquette of Whist* (*English Code*).

Bystanders should not, in any manner, call attention to or give any intimation concerning the play or the state of the game, during the play of a hand. They should not look over the hand of a player without his permission; nor should they walk around the table to look at the different hands.—*Etiquette of Whist* (*American Code*).

If a bystander make any remark which calls the attention of a player or players to an oversight affecting the score, he is liable to be called on, by the players only, to pay the stakes and bets on that game or rubber. A bystander, by agreement among the players, may decide any question.—*English Whist Code, Sections 88 and 89.* (See, also, quotations under "Disputes About Penalties.")

"Cælebs."—A pseudonym of Edward Augustus Carlyon, a Cornishman, who was born near St. Anstell in 1823; called to the bar at Lincoln's Inn, London, 1850; and subsequently removed to New Zealand, where he died, at Napier, December 4, 1874. His "Laws and Practice of Whist," first published in 1851, contains his famous assumed name, which was spelled "Cœlebs," but in subsequent editions "Cælebs" was adhered to. This has occasioned some difference of opinion as to which form is correct. His book is the first essay on the game which contains a reference to the trump signal, or "blue peter," as it was then called. The second edition, published in 1856, contained the laws which had been "specially revised, in conformity with the rules of the Portland Club." "Cælebs's" chief peculiarity in the leads is that he recommends always the lead of the highest or lowest of a suit, never an intermediate card. He also advises avoiding leads from suits containing tenace, and stopping the lead from those that develop into tenace suits. He is celebrated for his maxim: "Strong cards take care of themselves; scheme, therefore, to protect the weak." An edition of his book was published in New York in 1859.

Calcu ation.—One of the fundamental principles of play inculcated by Hoyle, Mathews, and their successors. Calculation, observation, and position, or tenace, were the three points specially to be observed by the player who wished to be successful. It is needless to say that this holds good to-day.

Calculation teaches you to plan your game, and lead originally to advantage. —*Thomas Mathews* [*L. O.*].

"Calculation Puzzle, Sir."—An enthusiastic but easily muddled and generally unfortunate disciple of Hoyle, satirized in "The Humours of Whist" (*q. v.*).

Sir Calculation Puzzle, a passionate admirer of whist, and one of that numerous body of men who imagine themselves good players, yet always lose.—*W. P. Courtney* [*L+O.*], "*English Whist*."

Call, The.—In long whist, when at the score of eight, and having two honors in his hand, one partner inquired of the other, "Can you one?"—that is, "Have you an honor?" If so, the game was ended, as three honors counted two points for the side holding them. It was the custom to thus call as soon as the hands were taken up, in order that partner, if he did not hold an honor, might lead trumps at the first opportunity. (See, "Trump Signal.")

In *Whist*, vol. 3, p. 156, "Cavendish" mentions a curious custom, in the old long whist, of a certain intentional irregularity in "calling honors," which was understood to be a request for the partner to lead trumps, as mentioned by Hoyle, Mathews, and a writer in 1821, Admiral Burney. The latter says: "This I apprehend to be an intrusion on the plainness and integrity of whist, but having been allowed and generally practiced, it now stands, and is to be received as part of the game." The contrivance can hardly be received as anticipating the modern signal for trumps, though it may be fairly quoted as a precedent for the common acceptance of the latter, when "allowed and generally practiced."—*William Pole* [*L. A+*], "*Evolution of Whist*."

Call for Trumps.—See, "Trump Signal."

Calling a Card.—Naming a card which has been improperly played or exposed, and requiring the player to place it, face up, on the table, so that it may be played whenever an opponent wishes. Such a card is known as a called card. (See, "Cards Liable to be Called.")

Calling Attention.—Partners are only allowed to hold communication with each other by means of the legitimate play of their respective hands; *i. e.*, they may make use only of the language of the cards. An exception to this occurs in the English game, where it is allowable to ask a partner whether he has not a card of the suit which he has renounced, thereby calling his attention to the fact, and saving a possible revoke. Another exception occurs in duplicate whist, as played in America, where, in accordance with a new law adopted in 1897, a player is now permitted to ask the adversaries if they have any of the suit renounced; but the question establishes the revoke if it is his partner who has renounced in error.

If any one, prior to his partner playing, calls attention in any manner to the trick or to the score, the adversary last to play to the trick may require the offender's partner to play his highest or lowest of the suit led or, if he has none, to trump or not to trump the trick.—*Laws of Whist* (*American Code*), *Section 35*.

Calling Honors.—In the English game, honors must be called or claimed before the trump card of the following deal is turned, or they cannot be scored. In the American game, honors are not called nor scored.

"Cam."—A pseudonym used by Waller Augustus Lewis, an English whist-player of note, author of "Whist: Which Card to Lead." This work, first published in London in 1865, at once became popular; a second edition being issued the same same year, a third in 1866, and a fourth in the year following. The author was a physician by profession, being chief medical officer of the London post-office. He died at Whitby, September 8, 1882.

Campbell-Walker, Arthur.—Author of "The Correct Card, and How to Play at Whist," which was published in 1876, and by 1880 had reached a sale of 9000 copies, its

fame being world-wide. Drayson, in the preface to his "Art of Practical Whist," mentions it as one of the valuable works on whist then in existence. Captain Campbell-Walker served in the Seventy-ninth Cameron Highlanders, and later as captain of the Queen's body-guard. He died at 29 Palmeira square, Brighton, April 2, 1887.

Canadian Whist League.—The first Canadian whist tournament was held at the rooms of the Victoria Club, Toronto, Ont., April 3, 1896, and at this tournament steps were taken for the organization of a whist league. By the rules of the tournament, a club might enter one or more teams, and teams might be made up of members of different clubs, or of individuals representing no club, providing they called themselves by some distinctive name. Twenty-two teams of four players each were brought together, as follows:

	Teams.
Victoria Club, Toronto (A, B, and C)	3
Conservative Club, Toronto (A, B, and C)	3
Comus Club, Toronto (A and B)	2
Canoe Club, Toronto (A and B)	2
West End Club, Toronto	1
Wanderers' Club, Toronto	1
Toronto Athletic Club, Toronto	1
Athenæum Club, Toronto	1
Thirty Club, Toronto	1
"Cavendish" Club, Toronto	1
Royal Canadian Yacht Club, Toronto	1
Orangeville Whist Club	1
Woodstock Whist Club	1
Collingwood Whist Club	1
Hamilton Whist Club	1
Midland District Combination	1

The contesting clubs were divided into three sections of eight clubs each, but as two clubs made default, two of the sections were short one team each. The score was kept by matches of twelve hands each at duplicate whist, and tricks decided whenever a tie was made by two or more clubs. A match won counted one point, and a tie half a point. Each team in a section played one match with every other team in the section. The result of the preliminary section matches was as follows:

	Points.
Midland District	5½
Victoria (A)	5½
Victoria (C)	5
Canoe (B)	5
Canoe (A)	4½
Athenæum	4½
Victoria (B)	4½
Conservatives (B)	4
Woodstock	4
West End	3¼
Comus (A)	3½
Comus (B)	3
Hamilton	3
Toronto Athletic	2½
Collingwood	2
Royal Canadian Yacht Club	2
Conservatives (A)	2
Orangeville	2
"Cavendish"	1
Conservatives (C)	1
Wanderers	1

By the rules, the leading team in each of the three sections and the team with the fourth-best record in the tournament were entitled to play in the semi-finals. These were as follows:

	Points.
Section 1. Victoria (C)	5
" 2. Midland	5½
" 3. Victoria (B)	4½
Fourth-best, Victoria (A)	5½

The semi-finals and finals were played off on the second day, the matches being twenty-four hands each. The players in the above four teams were as follows:

Victoria (C), Toronto.—Walter Read, Samuel May, V. C. Brown, S. B. Woods.

Midland District.—Dr. R. A. Leonard and W. C. Herrington, Napanee, and E. J. W. Burton and A. Winslow, Port Hope.

Victoria (B), Toronto.—Victor Armstrong, G. C. Biggar, A. H. Baines, H. F. Gault.

Victoria (A), Toronto.—A. H. Collins, K. Cameron, H. J. Coleman, H. E. Choppin.

In the semi-finals Midland District beat Victoria (C) by one trick, and Victoria (B) beat Victoria (A)

by fourteen tricks. This left the Midland District team and Victoria (B) for the finals, which were won by the latter by three tricks, after a hard and prolonged struggle.

The committee managing the tournament were: Walter Read, chairman; Fred Strouger, J. M. Verral, W. Draper, H. E. Ridley, Victor Armstrong, Fred Woodland, J. M. Macdonald, A. H. Collins, J. H. Sinclair, and J. J. Higgins (all members of various Toronto clubs), and W. A. Hunter was secretary, to whose exertions the success of the tournament was mainly owing. Seth S. Smith, of Port Hope, and J. M. McAndrew, of Toronto, were the umpires. Handsome gold souvenirs were presented to the winners, and souvenirs in silver to the second team.

After the tournament a meeting was held for the purpose of forming a permanent organization, to be known as the Canadian Whist League. A committee of seven was appointed to draft a constitution and by-laws, and the following officers were elected: Honorary president, Sir Thomas Galt, Toronto; president, Walter Read, Toronto; first vice-president, Henry Robertson, Collingwood; second vice-president, Seth S. Smith, Port Hope; third vice-president, A. S. Ball, Woodstock; secretary and treasurer, W. A. Hunter, 235 Yonge street, Toronto.

Of the winning team at the tournament, Messrs. Biggar and Gault are lawyers, the former a Toronto University man, and the latter a graduate from Scotland. Mr. Armstrong is a banker and foot-ball authority, and Mr. Baines is reported to be an excellent bowler and curler.

Whist of September, 1896, in commenting upon the tournament and the state of whist in Canada, says: "The Canadian Whist League, which is now fully organized, is expected to do good work for the game in Canada. It is already arranging for the season's work, and proposes holding a congress in 1897. The league being now commissioned to represent whist-players in Canada, it is hoped that some international contests will be arranged. We have international yachting, rowing, golf, curling, cycling, and cricket. Why should we not have international whist, and what enthusiast will present an international trophy to be battled for by the rival chiefs of the American and Canadian whist-tables?

"Canadian whist-players have not had much opportunity of competitive play so far, but the introduction of the American system of duplicate whist has been taken up by many of the whist-players, who see that it is the only fair way of testing the strength of rival systems and players. Up to the past two or three years the only whist played in Toronto, which is probably the centre of Canadian whist, was on the English system of scoring the double, treble, and rub, with honors, and the American system of scoring was looked on as an innovation of very doubtful advantage. However, the idea has gained ground lately, and we now find so conservative a club as the Toronto Club adopting the American seven-point-without-honors system. When the Toronto Club takes the lead, it being the oldest club where whist is played in Ontario, if not in Canada, the other clubs will doubtless follow suit, and the American system of scoring will, no doubt, be very extensively adopted. The system of duplicate whist, except in match games, is, however, a matter which will probably not be so gen-

erally adopted—in Toronto, at least. In the clubs there, as in many English clubs, whist is played as a social amusement, with the added interest of a small bet, in the shape of the amount agreed to be played for by the point, and Canadians, who do not care for the exhilaration of the great American game of poker, get a lot of amusement out of a small game of whist. For these, and as a club amusement, duplicate whist has not so great a charm; and while it will no doubt flourish in tournaments, and possibly at whist-parties, it will hardly obtain with the men who like a quiet 'rubber' before and after dinner at their club."

The conservatism of Canadian players at the time of the formation of the league is also indicated by the following extract from a letter written on March 12, 1896, by W. C. Furness, secretary of the London (Ont.) Whist Club, an organization which was not represented at the first tournament: "We play the English club game here—five points, full honors. We would be willing to play duplicate whist one night and our own game the next. We have not yet arrived at the duplicate stage; if it were introduced I think some of our members would be willing to continue it."

The second annual congress of the league was held at the Victoria Club, Toronto, April 16, 17, 1897. The attendance was very satisfactory, although the number of teams entered for competition was not so large as the year previous. Twelve teams entered, and the Victoria B team proved the victor in the final matches, thus becoming for the second time champions of Canada. The Athenæum A team, which was a close competitor, played the short-suit Howell game.

It was decided to establish a challenge trophy, and the league also decided to establish district associations for the promotion of whist in Canada. The following officers were elected for the ensuing year:

Honorary president, Hon. Sir Thomas Galt; president, Walter Read; first vice-president, Henry Robertson, Q. C., Collingwood; second vice-president, W. S. Herrington, Napanee; third vice-president, W. L. Walsh, Orangeville; secretary-treasurer, W. A. Hunter; committee, W. R. Draper, James S. Wallace, J. L. Cox (Toronto), J. H. Hutcheson (Brockville), J. B. Knowlson (Lindsay), D'Arcy Martin (Hamilton).

An invitation from the American Whist League to attend the annual congress at Put-in-Bay was read amid warm applause, and referred to the executive committee. Greetings were also received from the Pacific Coast and Northern Pacific Whist Associations.

Capital Bicycle Club Team.—R. F. Foster dedicates his "Duplicate Whist" (1894) as follows: "This book is respectfully dedicated to the members of the Capital Bicycle Club team,—H. N. Low, J. P. Wooten, C. M. Barrick, T. P. Borden, J. McK. Borden, W. T. Bingham, and L. G. Eakins,—who have always paid me the compliment of following my teachings, adopting the methods of play recommended in these pages, and who won the championship of the United States at the 1892 congress with the magnificent score of sixteen more tricks and two more games than any other club, the largest score against any individual opponent, and the greatest gain on any hand during the congress. The same team won the championship for pairs at the 1893 congress."

The correspondent of the New York *Evening Post*, in commenting on the play at the seventh congress

of the American Whist League, made a statement claiming that the Howell team "are the only short-suiters in any of the major contests. The Capital Bicycle Club team of last year has disappeared completely, with all other aggregations of a like nature."

Card.—One of the fifty-two pieces of ornamented pasteboard comprising a deck, and used in playing whist and other games; one of the thirteen pieces of such pasteboard composing the hand of each player at whist.

A card or cards torn or marked must be either replaced by agreement, or new cards called at the expense of the table. —*Laws of Whist* (*English Code*), *Section 90.*

Any player (on paying for them) before, but not after, the pack be cut for the deal, may call for fresh cards. He must call for two new packs, of which the dealer takes his choice.—*Laws of Whist* (*English Code*), *Section 83.*

Card of Uniformity.—A name sometimes applied to the fourth-best card.

Card Sense.—A quality distinguishing a good player which is not ascribable to rules or books. It is a sort of instinctive or intuitive ability to do the right thing at the right time, to draw correct inferences, and to make successful plays.

I deem that those different methods about which there is a difference of opinion among the best players, are of small account compared with that peculiar and individual skill which for want of any other name we call *card sense.*—*R. F. Foster* [*S. O.*], "*Duplicate Whist and Whist Strategy.*"

Cards.—In the English game, the phrase "by cards" is largely employed, points being counted by honors as well as by cards. In the American game, all points counting towards game are made by cards, beginning with all tricks over six. (See, also, "Card," and "Fresh Cards.")

Cards, Arrangement of.—Hoyle professed to have a system of arranging the cards in a player's hand whereby the memory might be materially assisted. Many different arrangements have been suggested from time to time, some with the above object in view, and others for the purpose of convenience and ease in playing the hand. The best players sort their cards into suits, red and black alternately, and place the cards in each suit according to their rank. There are players who always place the trump suit in one position, in order to assist the memory. In doing this they must be careful lest an unscrupulous adversary be enabled to locate and count the number of trumps, especially if a slight division or gap should inadvertently be allowed to appear between the suits. There is a difference of opinion among the leading authorities as to this matter. James Clay [L. O+] advises against getting into any particular habit of sorting the cards, "such as always putting your trumps in the same place," as players of no great delicacy might easily gain information concerning them, "and even the most loyal may find difficulty in not noticing them." C. Mossop [L+O.], in the *Westminster Papers*, is of a similar opinion, saying: "Any one watching the sorting of the cards will soon ascertain the number of trumps such a sorter has." Arthur Campbell-Walker [L. O.] is also opposed to the practice, and so is Miss Kate Wheelock [L. A.].

On the other hand, Hoyle, Mathews, Drayson, Foster, G. W. Pettes, and other authorities distinctly recommend it. Hoyle [O.] says: "Place of every suit in your hand

the worst to the left hand, and the best (in order) to the right, and the trumps in the like order, always to the left of all the other suits." Mathews [L. O.], while differing in regard to the general arrangement, agrees with Hoyle in regard to the trump suit. He says: "Place the trumps in the back part of your hand, your partner's lead next, and your own outside." R. F. Foster [S. O.] is of the opinion that the placing of the trumps in a constant position, such as to the left or right of all the other suits, is of assistance to the memory, "which should not be burdened with anything of which it can be relieved" ("Whist Tactics"). G. W. Pettes [L. A. P.] says: "Place the trumps always in the same relative position;" and Gen. Drayson [L+A+] makes the following defense of the practice in his "Art of Practical Whist:" "If your opponent watches you sort your cards for this purpose, you must be very dull if you don't perceive it, and if you do find he does so, you can very soon mislead him by going through the motions of holding many trumps, when you have only a few, or *vice versa*. It is a terrible error to mistake the trump suit, and if trumps are always sorted into one position such an error is not likely." We agree with Gen. Drayson, and have never found any trouble resulting from always keeping the trump suit in a given position. A whist-player who would try to take advantage of this would also try to overlook your hand if opportunity offered, or commit any other whist enormity. If found out, his proper punishment would be to have all fair-minded players refuse to sit at table with him.

I may suggest that you will gain speed by sorting two suits at a time—*R. F. Foster* [*S. O.*].

Sort your cards carefully, both according to suit and rank, and count the number of each suit. This will greatly assist the memory.—*William Pole* [*L. A+*].

Sort your cards quickly and systematically, arranging the suits alternately red and black, and the cards of each suit in the order of their relative value.—*A. W. Drayson* [*L+A+*], "*Art of Practical Whist.*"

Arrange the several cards in each suit in numerical order from lowest to highest, that the proper card to play may be readily found, and the chance of making errors reduced to a minimum.—*C. E. Coffin* [*L. A.*], "*Gist of Whist.*"

As soon as the cards are dealt out * * * we arrange them according to their suit, or, at least, sort them in the manner that we are accustomed to; the essential point being to impress them well on the memory. We have seen players who hold their cards in their hands just as they have taken them up from the table, and, if this mode lead them not into error, we consider it the best.—*Deschapelles* [*O.*].

Whist-players sort their cards into suits, and in doing so make a gap or division in the appearance of the fan between each suit, as if one of the staves were broken. By the appearance of the back of the hand, no one ought to know the divisions of the suits—*i. e.*, they should not know how the hand is divided into three threes and a four-suit. This, with very little care, all players can avoid.—*Westminster Papers* [*L+O.*].

Upon picking up your hand, always count your cards. This has a double advantage, as it not only makes you sure that the proper number of cards have been dealt to you, but also helps you in impressing upon your mind the length and strength of your four suits, and aids you in mapping out the general plan of campaign that you propose to adopt in the management of the hand. While doing this you can also be arranging your hand for play.—*Milton C. Work* [*L. A. H.*], "*Whist of To-day.*"

The method of arrangement recommended is to place the smallest card of a red plain suit on one end, and the smallest card of a black plain suit on the other. In each case arrange in order from the smallest card of the suit to the highest. Then in each case take the suit of the different color and arrange from the smallest to the highest of that. You will thus have one suit on each end of your hand and two in the middle, one of the latter being the trump, and will have low cards at each end of the hand. By this method of arrangement the danger of information being obtained by an adversary in regard to the contents of your hand by

the place from which you pull your cards is reduced to a minimum.—*Milton C. Work* [*L. A. H.*], "*Whist of To-day.*"

Cards Liable to be Called.—Exposed cards, or cards improperly played, are liable to be called by the adversaries, according to the laws of whist. The player liable to this penalty is required to place the card or cards face up on the table, so that the same may be called or asked for when the adversaries desire them played.

By the English code, the card led in error may be called, or a suit can be called by either adversary when it is the turn of the offending player, or his partner, next to lead. By the American code, law 24: "If any player leads out of turn, a suit may be called from him or his partner the first time it is the turn of either of them to lead. The penalty can be enforced only by the adversary on the right of the player from whom a suit can be lawfully called." Thus, by the English code two penalties may be enforced, viz., calling the card or calling a lead, and either adversary may elect to enact this penalty. By the American code, a lead only can be called, and only one adversary can enact the penalty. This is certainly a reduction of the punishment for careless play.—*A. W. Drayson* [*L+A+*], "*Whist Laws and Whist Decisions.*"

As regards "cards liable to be called," the American laws differ from the English. By the English code, you may lower the whole of your hand so that your partner may see nearly every card in it, but there is no penalty for doing so. * * * By the American code, an attempt is made to remedy this defect. (Law 20, Sections 3 and 4.) Who is to be the judge as to whether the cards were sufficiently lowered to enable partner to see them? * * * Again, by the English code, if two cards are played together or led together, either may be called, and the card not called is an exposed card. By the American code, "every card thrown with the one led or played to the current trick" is an exposed card. "The player must indicate the one led or played." Suppose I hold ace, queen of a suit, and am last player; third hand plays king; I throw ace and queen on the table at the same time. I indicate that I play the ace, and then lead the queen. By the American code I scarcely suffer for this carelessness; by the English code, my queen can be called on the king. I do not think this American law is good, as it gives so many chances for a careless player to escape from any penalty.—*A. W. Drayson* [*L+A+*], "*Whist Laws and Whist Decisions*"

The following cards are liable to be called by either adversary:

Every card faced upon the table otherwise than in the regular course of play, but not including a card led out of turn.

Every card thrown with the one led or played to the current trick. The player must indicate the one led or played.

Every card so held by a player that his partner sees any portion of its face.

All the cards in a hand lowered or shown by a player so that his partner sees more than one card of it.

Every card named by the player holding it.

All cards liable to be called must be placed and left face upward on the table. A player must lead or play them when they are called, provided he can do so without revoking. The call may be repeated at each trick until the card is played A player cannot be prevented from leading or playing a card liable to be called; if he can get rid of it in the course of play, no penalty remains.

If a player leads a card better than any his adversaries hold of the suit, and then leads one or more other cards without waiting for his partner to play, the latter may be called upon by either adversary to take the first trick, and the other cards thus improperly played are liable to be called; it makes no difference whether he plays them one after the other, or throws them all on the table together, after the first card is played the others are liable to be called.

A player having a card liable to be called must not play another until the adversaries have stated whether or not they wish to call the card liable to the penalty. If he plays another card without awaiting the decision of the adversaries, such other card also is liable to be called.—*Laws of Whist* (*American Code*), *Sections 20–23.* See, also, Section 35.

Card of Re-Entry.—Any winning card held in his hand by which a player may again obtain the lead.

Where a player has five or more trumps, he may safely regard all above four as cards of re-entry, but he must be careful not to reduce their number by trumping in before the adverse trumps are exhausted.—*R. F. Foster* [*S. O.*], "*Whist Strategy.*"

Cards of re-entry are at times very valuable, and great care should be taken in some situations not to part with them, even to the extent of passing a trick or two. But they are valueless—as re-entry

—when you have nothing to bring in.—*C. D. P. Hamilton* [*L. A.*], "*Modern Scientific Whist.*"

Carleton, J. W.—The manual of whist in Bohn's well-known English "Handbook of Games," was compiled by Captain J. W. Carleton, of the Second Dragoon Guards, who divided it into four sections: "Whist à la Mathews," "Whist à la Hoyle," "Whist à la Deschapelles," and "Whist à la Carleton."

Carlyon, Edward A.— See, "Cælebs."

"Catch - the - Ten." — See, "Scotch Whist."

"Cavendish."—A pseudonym under which Henry Jones, M. R. C. S., of London, Eng., is known wherever the language of whist is spoken. The name was taken by him from a club to which he belonged at the time he first took up his pen in behalf of the modern game. "Cavendish," universally recognized as the leading whist authority of to-day, was born in London, Nov. 2, 1831. At the age of nine he was sent to King's College School, where, he assures us, he was more attentive to his duties in the play-ground than in the class-room. He subsequently attended a private school at Brighton, and at the age of eighteen he was entered as a student at St. Bartholomew's Hospital, London, where he did good work, being for a year dresser to the distinguished surgeon, Sir William Lawrence, Bart. After passing his examinations, at the age of twenty-one, he immediately began his professional career. He remained in active practice as a surgeon in London until the year 1872, when, finding it impossible to do full justice to both his medical and literary engagements, he decided to give up the former.

"Cavendish" was thirty-two years of age when he published his first book on whist. The publication was brought about by Dr. William Pole, who had written an article on "Games at Cards for the Coming Winter," which appeared in *Macmillan's Magazine* for December, 1861. Dr. Pole had recently become greatly interested in whist, and read several books on the game, but found that though they gave many useful hints, they did not furnish any intelligible system of instruction. This thought induced him to append the following footnote to his article in the magazine: "It would be a great boon if some good authority would publish a set of model games at whist, with explanatory remarks, such as are found so useful in chess, for example." A few days after the appearance of the article, he received a letter, signed "H. Jones, Jr.," in which the writer said: "In reference to your article in *Macmillan* of this month, I beg to inform you that I have for some time past adopted the course suggested by you in note (p. 130), viz., to note positions and games at whist, similarly to chess problems and games. It has been my practice, when meeting with unusual or difficult hands, to play them over by myself afterwards, and to write them down. I take the liberty of enclosing you a specimen of my method. Like you, I had an idea that the publication of a set of good model games would be useful, but hesitated to publish. If you feel sufficient interest in my games to see my collection, and will favor the porter at the 'Cavendish' Club with your name and address, I will communicate with you again."

Dr. Pole answered the letter on Dec. 4, encouraging the idea, and this led to further correspondence

and to numerous interviews and discussions; and the upshot of it all was that about the middle of 1862, there appeared a work bearing the following title: "The Principles of Whist Stated and Explained, and Its Practice Illustrated on an Original System, by Means of Hands Played Completely Through. By 'Cavendish.' London: Bancks Brothers, 20 Piccadilly."

Always fond of games and pastimes, the young man had begun to study whist seriously about the year 1854 or 1855. He was a member of what subsequently became known to fame as the "Little Whist School" (*q. v.*), a coterie of students who, like himself, were devoted to the game and anxious to improve their play. They held regular meetings, jotted down interesting hands, and discussed important points, being greatly assisted by the advice and decisions of James Clay, M. P., to whom they had access at the Portland Club. The young medical student from St. Bartholomew's Hospital was a leading spirit in these gatherings, and the results of his experience, and the knowledge gained by him, were embodied in the now famous volume. In publishing the book he did not wish to use his own name, and so, without giving the matter much thought, he appended the name of the club in Langham Place (now long extinct), with which he was then connected. Dr. Pole wrote a review of the new work in the *Field* of May 10, 1862, following it up also with a more extended and general one in *Macmillan's* for January, 1863, all of which helped to bring it to the notice of whist-players. It has since gone through more editions than any other book on whist, excepting that of Hoyle, and there is no doubt that it will in time even exceed the latter. In 1897 the twenty-second edition was on the market, and upwards of seventy thousand copies had been sold up to date.

Shortly after the publication of his book he became a member of the Portland Club, which has been for over a century the acknowledged centre of European whist, where for years he played frequently. In 1864 he became editor of the card and pastime department of the *Field*, and two years later he took charge of a similar department in the London *Queen*. Both of these positions he has held these many years, and he has also contributed numerous articles on games and kindred subjects to the leading magazines, as well as to various works of reference. And thus it came about that in 1872, in order to meet the many demands made upon his time by literary engagements, he found it necessary to give up the practice of surgery. His history, since the first appearance of his "Laws and Principles of Whist" (as it was re-named in later editions), is the history of the modern improved scientific game. His labors in largely originating and perfecting (in conjunction with N. B. Trist) the system of play named by him the "American leads," is told elsewhere. (See, "American Leads, History of.") Although his theories and improvements in whist have encountered the violent opposition of Foster, "Mogul," "Pembridge," Mossop, and other advocates of the old-style game, he has always enjoyed great popularity at home, and greater popularity still in America, where he was lionized in 1893, when he made a five months' tour through the United States and Canada. Upon that occasion he attended the third annual congress of the American Whist

League, which had elected him an honorary member at its organization in 1891. He came again in 1896, and was a conspicuous figure at the sixth congress of the League, at Manhattan Beach, Brooklyn. Among the many pleasant things said of him at this time, in the American press, the following was particularly noteworthy, appearing as it did in the New York *Sun*, the whist department of which is edited by R. F. Foster:

"The central figure of attraction will, of course, be Henry Jones, or, as some persons insist on addressing him, 'Mr. Cavendish,' who has come all the way from London just to take part in the whist congress. 'Cavendish' is unquestionably the father of modern whist, and has watched over the interests of the game with paternal care for more than thirty years. His remarkable abilities as a writer and analyst have set him so far above all others, that his name is synonymous with whist all over the world, and the works of antecedent writers are regarded simply as curiosities in whist literature."

Besides many articles in English and American periodicals (see, "Articles on Whist in Periodicals"), "Cavendish" has also published the following works: "Card Essays, Clay's Decisions, and Card-Table Talk," 1880; "Whist Developments, American Leads, and the Plain-Suit Echo," dedicated to N. B. Trist, 1885 (the latter part of the title was changed from "Plain-Suit Echo" to "Unblocking Game" in subsequent editions); "Whist, With and Without Perception," 1889; "American Leads Simplified," 1891; and "Musical Whist With Living Cards," 1892. It is in each succeeding issue of his "Laws and Principles of Whist," however, that his latest and best thoughts and endorsements of other ideas and improvements are crystalized and given to the world.

"Cavendish's" position as a player is generally acknowledged to be that of the first rank, and among English players especially he must be given a place at the very top. In years gone by he was in the habit of keeping a record of his play, and this shows that from January, 1860, to December, 1878, he won 15,648 rubbers and lost 15,020, or, counting points, which tell far more, he won in all 85,486 and lost 81,055, a balance of 4431 points in his favor. Proctor, in commenting upon this, says it is impossible that so large a balance should have been due to mere chance—"the difference must have been due to play." "Cavendish's" game, during his first American tour, in 1893, was closely observed by the leading whist-players of this country, and their impressions and opinions were freely expressed and published. Several of these will be found among the quotations which follow.

The investigations of "Cavendish," which have been pursued by him during many years with a patience and thoroughness without rival in the history of whist, entitle him to the warmest thanks from every admirer of the game. His name will long live in the history of English amusements, and will never be mentioned without the warmest expression of approbation.—*W. P. Courtney* [*L+O.*], "*English Whist.*"

The question is often put to me, "Why did you choose the *nom de plume* of 'Cavendish'?" I can honestly say that on first rushing into print I had no idea any particular value attached to the copyright of a small book, or to an author's *nom de plume*. So I gave the matter of a pseudonym but little thought, and stuck down on the title-page the name of a club where I used to play small whist.—"*Cavendish*" [*L. A.*], "*Card-Table Talk.*"

We trust we have said enough to show that in running down "Cavendish" it is not easy to do so without at the same time running down Mathews. If their ideas are not identical, it is rather difficult to

find where the one begins and the other ends. It is unnecessary to say anything about the modern theories. * * * They might or might not be approved by Mathews, but in the bulk the two systems agree.—*Westminster Papers* [*L+O.*].

His many years' experience at the table, combined with his power of instantly analyzing positions and conditions, makes him a master of every point of the game, and he looks upon slavish adherence to book as mere machine whist. "Open your hand correctly in accordance with the system which experience has shown to be the best in the long run, and then play as observation and perception will show to be best," seems to be his chief maxim.—*Brooklyn Eagle, 1893.*

A rather amusing pen-and-ink contest has arisen this week on the subject of whist. The questions seem to be whether before the date of "Cavendish" the game of whist had ever been treated on a systematic basis, and whether the gentlemen whose discussions were published by "Cavendish" are entitled to the credit of having exerted any marked influence on the whist of the present day. We are inclined to the view that the first question should be answered in the negative, and the second in the affirmative. Had the knot of young men referred to never met there would have been no "Cavendish," and perhaps no Clay, no Pole, no article on whist players in *Fraser* nor the *Quarterly*, no card department in the *Field*—in short, no modern scientific whist published to the world.—*The Field, London, February 4, 1871.*

In my endeavor to trace out the evolution of whist I have found one name prominently before me in every stage—that of "Cavendish." It is he who, by his industrious investigations, has enlightened us as to the fashioning of its embryonic elements in the distant and obscure past, while it had only a vague existence. It is he who has pointed out how it flashed upon society at its birth, and for a long period dazzled the intellect and fashion of Europe. It was he who, in its maturity, took the chief part in defining and proclaiming its great powers. And it is he who, largely by his own efforts, has invested its old age with new attractions, and spread them over a new world. "Cavendish" dedicated his work to the most eminent whist personage then living; I hope you will not think me too presumptious in doing the same.—*Dedication of "The Evolution of Whist," by William Pole* [*L. A+*].

He plays with a concentration impossible to most men, but his interest is by no means confined to his own hand or the details of the game, which absorb the average player. His eyes are everywhere, though this is not apparent unless the observer watches him closely—as closely, indeed, as "Cavendish" watches his opponents. * * * But his face is immobile. It is as grave as though his life depended upon the game. Another thing, his play is unhesitatingly rapid. In the lead he seemingly tables the right card intuitively. In second, third, or fourth hand his card is laid almost simultaneously with those he follows. He plays as though he had fully decided in just what succession he should throw his cards, without regard to what the others might put upon the board. It would seem that much of his skill depends upon this—that with the rapidity born of long practice he decides upon his plan of action in the various contingencies likely to arise, and while his opponents are more slowly reasoning out one course of play he is lying in wait for them at almost every point. * * * The careful observer of "Cavendish's" play cannot fail of being impressed with the fact that three important factors of his skill are, trained alertness, wonderful memory, and the faculty of "sizing up" the capabilities of his opponents. His alertness and powers of memory are put very much in evidence by his at times seemingly erratic, but really scientific, change of lead; and his ability to estimate his opponents is shown by the fact that those playing against him rarely fare so well in the succeeding as in the first game.—*Brooklyn Standard-Union, 1893.*

The first edition of "Cavendish's" work ["The Principles of Whist"] was a modest volume of eighty pages, and only 250 copies were printed. Of the eighteenth impression, in 1889, no less than 5000 copies were struck off. * * * His object was to give the reasons upon which the principles of sound whist were based, and to bring them home to the student by illustrative examples. Its sale has been little short of that accorded to the tract of Hoyle. The fifth edition, called, as all its successors have been, by the fuller title of "The Laws and Principles of Whist," was ushered into the world in the following year (1863), and the additional matter which it included comprised a code of laws, while the text was carefully revised, and the chapter on trumps was recast. When the eighth edition appeared, in 1868, the text had again been revised, and many of the author's conclusions had been recast in a different form, while some cases and decisions approved by "J. C." had been added. The ninth edition (1868) was, with especial appropriateness, dedicated to Mr. Clay. Six years later the tenth edition came into life, and was adorned by a frontispiece (since familiar in successive reissues to all whist-players) of several players and onlookers around a card-table. It was taken from Cotton's "Compleat Gamester," and in

the original compilation was used as an illustration to "Ruff and Honours." This edition formed another landmark in the history of "Cavendish," for it contained many additions, such as a brief historical sketch of the game, a fuller statement of the discard, a number of fresh hands, and appendices on the leads from more than four cards, and on trumps. A few editions came out in subsequent years without the addition of any fresh matter, but with the sixteenth impression, of 1886, there was incorporated an appendix which explained the American leads, and a second chapter on the plain-suit echo. Its successor, which was dated in 1888, was unaltered, but to the eighteenth issue (1889) was added a third appendix of leads from ace-king and king-queen suits. A considerable change was effected in the twentieth impression, for in it the original lead of the fourth best was included as a substantive part of the game, and the third appeudix was abolished, as its recommendations were incorporated with the analysis of leads.—*W. P. Courtney* [*L+O.*], "*English Whist.*"

"Cavendish," Anecdote by.—Among the many good things in his "Card-Table Talk" "Cavendish" tells the following anecdote concerning the first appearance of his book at home, and the reception accorded it by his father, to whom the authorship was unknown:

"When my book on whist was first published the authorship was kept a profound secret. I sent a copy, 'with the author's compliments,' to my father, and great was the amusement of my brother (who knew all about it) and myself at the 'governor's' guesses as to where it could have come from.

"One evening, when about to play a family rubber for love, we proposed to the 'governor' to play one of the hands in the book, 'to see if the fellow knew anything about it.' He consented. We started one of the hands (Hand No. 36, p. 246, twelfth edition), giving my father Y's hand, others of our circle taking the other hands, and my brother sitting out, book in hand, to see whether we followed the 'book' play.

"The 'governor' played the hand all right till he came to the coup at trick nine, when he went on with his established diamonds.

"Frater (interrupting)—'The book says that is wrong.'

"Pater—'Well, what does the book say?'

"Frater—'The book says you should lead a trump.'

"Pater—'But there are no more trumps in!' (Hesitates, and seeing that he has two trumps, and that leading one of them will not do any harm, leads it, and then turns round and triumphantly says:) 'Now, what does the book say?'

"Frater (very quietly)—'The book says you should lead another trump.'

"This was too much. Lead a thirteenth trump when you can give your partner a discard! Oh! no! So the 'governor' would not, and did not, lead the trump, and he scored four.

"We then persuaded him to play the hand again, and to lead the thirteenth trump. To his surprise, he scored five.

"He then admitted that it was 'very good,' but could not think who in the world had sent him that book."

"Cayenne."—One of the nineteen or more so-called varieties of whist. It is played by four persons, and consists of ten points, each trick above six counting towards game. Honors are counted by those holding a majority, as follows: One for each honor held in excess of their opponents', and one for honors in general. When the hand has been played, the points made by cards and by honors are multiplied by the value of the trump suit, and this is determined by the suit which is turned up, and

which is called "cayenne." "Cayenne" does not necessarily become trumps, as the dealer and his partner have the option of naming another suit, if better suited to their hands. The "cayenne" gives to its suit the first rank for that game, and the suit next in color the second rank. The opposite colors rank third and fourth, for the purpose of counting. If the "cayenne" or turn-up should be clubs, for instance, spades would be the second color, hearts the third, and diamonds the fourth. If clubs should be accepted as the trumps, the points made by cards and honors would be multiplied by four; if, instead of this, spades should be decided upon as trumps, the points would be multiplied by three; hearts as trumps, would cause the points to be multiplied by two; and diamonds, by only one. The dealer also has the privilege of announcing a "grand," which is playing without any trump suit, in which case honors are not counted either, but every trick taken in excess of a book is multiplied by eight. Still another privilege accorded the dealer is the "nullo." When he announces this, he and his partner invert the usual order of play, and propose to take as few tricks as possible. Every trick taken in excess of the book counts for the adversaries, and is multiplied by eight. Honors are not counted. If the dealer makes his choice, his partner is bound by it; but if the dealer has not a hand justifying him in deciding, he may leave the choice of play to his partner. The latter must decide. The cards are usually dealt, not one at a time as in whist, but four, four, and five. No trump is turned from the pack which is used in the distribution, but the "cayenne" is turned from a still pack. The game is ten points, honors counting, as well as slams. Of these, the little slam of twelve tricks counts four, and the slam proper, consisting of all the thirteen tricks, counts six. The rubber is won by the side first winning four games of ten points each, and any excess of points made over ten in one game counts on the next. Extra points are scored by the winners of a game as follows: Four points, if they make a quadruple (*i. e.*, if their adversaries have not scored); three, if they make a triple, the adversaries not having taken four tricks; two, if they score a double, the adversaries having taken less than seven tricks; and one, or a single, if the adversaries have scored eight or nine.

"Cayenne" and "bridge" introduce the first changes of importance. In "cayenne," the dealer and his partner have the privilege of changing the trump from the suit turned up.—*R. F. Foster* [*S. O.*], "*Complete Hoyle.*"

Celebrated People Who Played Whist.—Many of the world's most celebrated men and women have been fond of whist, and some attained to great proficiency in the game. The most profound jurists, the most subtle diplomatists, the greatest soldiers, the most eminent divines, and the foremost scholars and thinkers of the age, have been among its votaries. Royalty itself has frequently acknowledged its fascinating sway. In England, the land of its birth, whist was formally received at court in 1754, and has since that time been much enjoyed by those upon and around the throne, with perhaps one singular exception. Whist-players were among the chief aversions of that prosaic monarch, George III. No wonder he lost the American colonies! His predecessor, the second George, we are told, disliked poets

and painters, "but at whist he never tired." In personal courage this monarch resembled Napoleon. The present occupant of the British throne has been familiar with whist from her youth up; and her son, the Prince of Wales, is also fond of the game. He was a patron of the late James Clay, M. P., who dedicated to him, by permission, his celebrated treatise on "Short Whist." Edward Everett once told an amusing story, how he and the Neapolitan ambassador, after having been presented to Queen Victoria, were informed by Lord Melbourne that they would be expected to join in a game of whist with the Duchess of Kent. Melbourne intimated that he played but a very poor game himself. The Neapolitan ambassador remarked that, being a bad player, he hoped that forbearance would be exercised toward him by the American envoy, should they chance to be partners. Everett was forced to acknowledge that he knew very little of the game himself. "Here," said he, in relating the story, "were three dignified persons, clad in gorgeous attire, solemnly going to play a game they imperfectly understood, and for which none of them cared a straw." Upon reaching the duchess's apartments they were formally presented, and, upon her invitation, they all sat down to play. To their surprise, as soon as the cards were dealt, a lady-in-waiting placed herself at the back of the duchess, the latter remarking, "Your excellencies will excuse me if I rely upon the advice of my friend, for I am really a poor player." The incident, while ludicrous in itself, showed how strong a hold the game had gained since Hoyle first gave it publicity in 1742, being now considered almost a part of court etiquette, and essayed even by those who had no natural taste or ability for it.

Whist was played in France by Louis XV.; and under the first empire it was a favorite game with Josephine, and also with her successor, Marie Louise. It is recorded that Napoleon was in the habit of playing whist at Wurtemberg, but not for money. He did not play attentively, being possibly occupied with other schemes. One evening, when the queen dowager was playing against him, with her husband and his daughter (the Queen of Westphalia, wife of Jerome), the king stopped Napoleon, who was taking up a trick that did not belong to him, saying, "*Sire, on ne joue pas ici en conquérant.*" In his exile, we are told, the emperor spent nearly every evening at whist or *vingt-et-un*, and it is to be presumed he had more leisure to attend strictly to the game. Charles X. was another unfortunate French monarch who loved his rubber of whist. He was playing hard to save the game, at St. Cloud, on July 29, 1830, when the tricolor waving over the Tuileries announced that he had lost his throne. Still another example is furnished by Napoleon III., or "Napoleon the Little," as Victor Hugo loved to call him. His whist training was obtained in England, where he played frequently at Lord Eglinton's. Throughout life he was devoted to the game. In the beginning of his career he played a bold game, but later on the characteristics which marked his course in the political world were also revealed in his play. He never seemed to know his own mind, and the scheme of the game with which he started out he frequently abandoned. Of all the royal or princely whist-players of France, the most distinguished was, perhaps, Prince

Talleyrand. He was considered one of the first players of his day, and in his old age whist was part of his pleasant daily occupation. "What!" said he, addressing a young man who had confessed that he knew nothing of the game, "you do not play whist? What a sad old age you are preparing for yourself." It is related of him that often when in England, on affairs of state, in his younger days, he would leave the whist table at three in the morning, and then go home to dictate dispatches to a secretary for an hour or two.

Like Talleyrand, the polite but generally distrusted Chesterfield was a life-long whist-player, who in advanced life was accustomed every evening to play his rubber. Lord Beaconsfield loved the game, and frequently played with the Prince of Wales, and also with James Clay, who was his friend and traveling companion, and the finest player in all England in his day. Speaking of prime ministers, the Count Cavour, of Italy, was a whist-player whose zeal for the game was unquenchable. He founded the Société du Whist at Turin, and was a dashing and venturesome player. Prince Metternich, for nearly half a century prime minister of Austria, was another example. It is related that he owed to a single game the greatest sorrow of his life. One evening, while he was engrossed in his favorite play, an express arrived with dispatches from Galicia. He placed the papers on the mantelpiece, and the play continued until far into the morning. When the party broke up, he was horrified to learn that upon his immediate reply depended the fate of two thousand innocent persons. "Had Metternich loved whist less passionately," said the chronicler of the event, "history had never recorded the infamous Galician massacre."

Marlborough, Wellington, Blucher, Von Moltke, were all skilled in whist as well as war. Of Napoleon we have already spoken. Marlborough played the game a great deal in his old age, and he recognized its merits long before it had become fashionable. Blucher lost heavily at whist in Paris, after the victorious entry of the allies, especially when playing against the great player, Deschapelles, who rejoiced in thus being able to revenge himself upon the enemy of his country. Von Moltke, the greatest strategist of recent times, played his usual rubber the night before his death. On this occasion he had remarkable luck, and his partner, who usually held poor hands, was equally fortunate. The old field-marshal was in high spirits. "*Nun haben wir sie!*" (Now we have them!) he exclaimed with a smile, as he played his last hand. Without any assistance from his partner, he won the rubber with a slam, taking all thirteen tricks. It was a remarkable performance, even though it was afterward asserted that the game was "cayenne," a species of whist in which the dealer and his partner have the privilege of changing the trump from the suit turned up, if they so elect.

And speaking of Von Moltke, we are reminded of the following: It is said that late on the night of February 26, 1871, after the peace negotiations between Germany and France were concluded at Versailles, the four men who had been foremost in overturning one empire and founding another — namely, King William, his son, the crown-prince of Prussia, the all-powerful Bismarck, and the veteran field-marshal—found themselves worn

out with the anxiety of the day, and the magnitude of the event just concluded. Not one could sleep, and the king proposed a game of whist. The suggestion was hailed with delight, and duly acted upon. After the last rubber was concluded, Bismarck voiced the sentiments of each one when he remarked: "Now we shall be ready for whatever may turn up to-morrow."

There is no limit to the audience to which the game appeals, unless it be that of intelligence. In music, Rubinstein, in art, Dante Gabriel Rossetti, were numbered among the lovers of whist. Among men of science, Sir Charles Lyell took a lively interest in the game. Adam Smith sometimes tore himself away from his political economy to take a hand at it. Proctor, the astronomer, was not only a good player, but a writer and authority on the game. The great English physician, Sir Astley Cooper, when out of London on business or pleasure, always played whist evenings. George Peabody, the famous philanthropist, was fond of whist, and as rigorous a player as the celebrated *Sarah Battle*, immortalized by Charles Lamb. Among the legal profession, good players have been so numerous that we can hardly particularize, although the palm must be awarded to Sergeant Ballantine, of England, who once played for six-and-thirty hours at a stretch. Some of the most noted English churchmen, too, were fond of whist. Among others we may mention Paley, Toplady, Bishop Green, Horne, Bishop Bathurst, Dean Milman, Dr. Parr, the saintly Keble, Dr. Priestly, Dr. Alexander Carlyle, Dr. Robertson, Dr. Blair, and Bishop Colenso. Of Buller, a famous bishop of Exeter, it was said that whist had a softening influence on his disposition. Many celebrated churchmen in other countries also loved whist. An American traveler in Rome, in 1836, saw seven cardinals, clad in the habiliments of their order, playing at different tables; and Charles Lever was of the opinion that Cardinal Antonelli might sit down at the Portland or at the Turf (England's leading whist clubs) and compete on equal terms with such an adversary as Payne. Nor are the clergy in America, as a rule, unfriendly to whist. Bishop Phillips Brooks was fond of a quiet rubber; and Dr. David Swing played his last game, eleven days before his death, with Henry K. Dillard, the blind player, as partner.

James Payn, the novelist, himself a good hand at whist, says: "Men of letters are rarely good card-players—Lord Lytton and Lever are almost the only exceptions I can call to mind—but some of them have been fond of whist, and enlivened it by their sallies." If but few of them were first-class players, it is certain that plenty of them tried to be. Even before Hoyle was heard of, Dean Swift records in his memoirs that in November, 1709, he won two shillings and four pence at ombre and whist from Messrs. Raymond and Morgan; and in his journal to "Stella," under date of March 2, 1712, he speaks of a visit to Lady Clarges's house, where he "found four of them at whist." John and Henry Fielding, Churchill, and Oliver Goldsmith were among those who used to play at a gossiping, shilling rubber club, at the Bedford Arms, in Covent Garden. Of Hume, the historian, it is said that "till his dying day whist continued still his favorite play." Gibbon, another great historian, said: "I play three rubbers with pleasure." Lord Byron played

whist at a popular club in Piccadilly, and he it was who made the famous comparison, "Troy owes to Homer what whist owes to Hoyle." Leigh Hunt, Lamb, Hazlitt, and many others played whist regularly. Charles Reade was a clever player, and it caused him great chagrin when he was beaten by "Psycho," the wonderful automaton. Anthony Trollope inherited his mother's fondness for the game, as well as her aptitude for novel-writing.

And speaking of Mrs. Trollope, it may be said that whist was her chief delight, and the great feature of her weekly reunions at Florence, to which city she had retired after years of literary labor. Mrs. Jameson, another well-known literary woman, came to one of these receptions; but great was Mrs. Trollope's regret upon learning that her guest did not know one card from another. One of the earliest references to whist among women is contained in a letter from Lady Mary Wortley Montagu to the Countess of Bute, in May, 1749. "On my return (from Constantinople)," she writes, "I found them all at commerce, which gave place to quadrille, and that to whist." Two very clever women, Fanny Kemble and Mrs. Proctor, were devoted to the game, although not as successful players as some others of their sex. Harriet Martineau learned whist from James Payn, and enjoyed the game exceedingly. The celebrated Mrs. Grote was another woman whose fondness for whist was characteristic. Of Madame de Staël it is related that she played the game with eagerness and tenacity.

In America whist has been held in high esteem from the earliest times. As early as 1767 Benjamin Franklin became acquainted with the game in Paris, and he noted the fact in his diary that "quadrille is out of fashion, and English whist all the mode." Among American statesmen who were devoted whist-players we may mention Henry Clay. One night while engaged at a rubber the cry of fire was raised. Upon ascertaining that the flames had not yet reached the adjoining apartments, although they were near at hand, he remarked to his friends, "Never mind; we have time for another hand." At least, so goes the story. Washington Irving played whist regularly, and in his declining years could not sleep nights unless he first played a few games. He died on November 28, 1859, and on the day previous he wrote to a friend: "I shall have to get a dispensation from Dr. Cooper to allow me to play whist on Sunday evenings." Edgar Allan Poe admired whist, and rhapsodized upon it in his story of "The Murders in the Rue Morgue." Nathaniel Hawthorne's enthusiasm for it began in his college days, but the only stakes he would play for were the honor of victory. His son Julian tells us his father "was a very good hand at whist." Charles Sumner also liked a rubber. James Russell Lowell had a steady admiration for the game, which he often played at the house of Mr. Carter, secretary to Prescott, the historian, at Cambridge. John Bartlett, of "Familiar Quotations" fame, and John Holmes, brother of the genial "Autocrat," were the other members of the coterie, which played together regularly for years. Upon his return from England, in 1874, Lowell wrote: "Last night was our first whist club since my return. I looked in the record, found it was John's deal, and we began as if there had been no gap."

With one more whist incident—and this an international one—we

must close the present article. General Grant, "the silent man," was perhaps particularly adapted to the silent game. At any rate, he loved it for its own sake, and played it well. During his famous tour around the world, in 1877, he was the guest of the Reform Club, in London, and on June 18 some fifty members of the club tendered him a memorable dinner. Contrary to his usual custom, the guest of the evening would not smoke, and after the banquet a rubber of whist was proposed. This pleased him, and he sat down at a table with Lord Granville, son of the ambassador to Paris; the late foreign secretary, W. E. Forster, and Colonel Strode. The latter played once against the general, and once as his partner. Both games were won by the distinguished visitor to English shores, who thus carried off the honors of the rubber. (See, also, "Famous Whist-Players.")

Whist has been the preferred pastime of the greatest men of modern days. The most profound philosophers, the greatest warriors, those who have attained the highest rank in the pulpit and at the bar, have made of whist a favorite game.—"*A. Trump, Jr.*" [*L. O.*].

In a whist coterie at one of these [London clubs] may be noticed cabinet ministers, ambassadors, peers, senators, statesmen, judges, magistrates, college professors, literary and scientific celebrities, and others of public reputation, who engage in the game with an earnestness that shows it is not an idle pastime, but a mental exercise in which they find real attraction.—*William Pole* [*L. A+*], "*Philosophy of Whist.*"

Challenge Trophy.—The American Whist League Challenge Trophy originated at the third congress of the League (Chicago, 1893), at which time the desirability of having a trophy that could be played for between congresses, and thereby stimulate interclub play, was discussed. The exact status of the Hamilton Trophy (the championship trophy of the League for teams of four representing League clubs) had not yet been defined, and was not until the sixth congress. A committee to procure a challenge trophy was in the meantime appointed, and the trophy was first played for at the fourth congress. The rules (as amended July 7, 1897) provide that the trophy shall be held by the club winning it at an annual congress until the end of the following September; it shall be held subject to challenge from October 1 until the end of the following May; and shall be held from the end of May until the opening of the next congress by the winner of the last match played prior to the first of June. Every League club has the right to challenge, but the holder cannot be required to play more frequently than once a week without its consent. The trophy becomes the permanent property of the club which either (*a*) wins it at three annual tournaments, or (*b*), in twenty matches actually played. It is also provided that a contest for the trophy shall take place (during the season it is subject to challenge) at the midwinter meeting of the executive committee. For this purpose it is surrendered to the committee one week after the last match in January. For such contest the committee is to designate two clubs of the section other than that of the last holder. The clubs so designated shall be the two that made the highest scores of their section at the last preceding congress, and for this purpose the territory of the League is divided into two sections, the East and the West. The East comprises all territory east of the east lines of Ohio, Kentucky, Tennessee, and Alabama; the West, the balance of the United States. The

winners of the trophy at the midwinter meeting hold it, as before, subject to challenge from any League club in any part of the country.

The matches for the trophy are played under the system generally known as the "two table" or "team of four" game. Matches consist of forty-eight deals, and are divided into two halves, the first half to be played in the afternoon and the last half to be played in the evening of the day designated. The players change positions at every four deals according to the following schedule, in which the numbers 1, 2, 3, and 4 represent the players of the challenging club, and the numbers 5, 6, 7, and 8 the players of the home club:

FIRST HALF.

FIRST TABLE.		SECOND TABLE.
North. South. East. West.	Deals.	North. South. East. West.
1 and 2 against 5 and 6	1 — 4	7 and 8 against 3 and 4
1 and 2 against 7 and 8	5 — 8	5 and 6 against 3 and 4
1 and 3 against 7 and 5	9 — 12	8 and 6 against 2 and 4
1 and 3 against 6 and 8	13 — 16	7 and 5 against 2 and 4
1 and 4 against 5 and 8	17 — 20	7 and 6 against 2 and 3
1 and 4 against 6 and 7	21 — 24	5 and 8 against 2 and 3

SECOND HALF.

FIRST TABLE.		SECOND TABLE.
North. South. East. West.	Deals.	North. South. East. West.
1 and 2 against 6 and 5	25 — 28	8 and 7 against 3 and 4
1 and 2 against 8 and 7	29 — 32	6 and 5 against 3 and 4
1 and 3 against 5 and 7	33 — 36	6 and 8 against 2 and 4
1 and 3 against 8 and 6	37 — 40	5 and 7 against 2 and 4
1 and 4 against 8 and 5	41 — 44	6 and 7 against 2 and 3
1 and 4 against 7 and 6	45 — 48	8 and 5 against 2 and 3

Fifty-six challenge matches, not including play-off of ties, and three tournaments were played for the trophy from the beginning down to Saturday, April 24, 1897, when the celebrated team from the Hamilton Club, of Philadelphia—Messrs. Milton C. Work, Gustavus Remak, Jr., E. A. Ballard, and F. P. Mogridge—took permanent possession of it, under the rules, by scoring their twentieth victory. The following table shows the details of this remarkable contest, beginning with the first occasion upon which the trophy was competed for:

1894 CONGRESS, WON BY MINNEAPOLIS.

1894.

November 10—Minneapolis *vs.* Chicago, 29–10.

December 22—Minneapolis *vs.* Stillwater, 30–17.

December 29—Minneapolis *vs.* Fergus Falls, 32–5.

1895.

January 11—Minneapolis *vs.* St. Paul, 24–13.

Under the rules, the Minneapolis club surrendered the trophy to the executive committee, who selected the teams from the East and West to play for the trophy at the midwinter meeting.

January 20—Hamilton *vs.* Chicago, 30–16.

February 8—Hamilton *vs.* Knickerbocker, 29–16.

February 23—Hamilton *vs.* Newton, 30–13.
March 9—Hamilton *vs.* Brooklyn, 27–19.
March 16—Hamilton *vs.* Baltimore, 37–16.
March 23—Park *vs.* Hamilton, 24–23.
March 30—Park *vs.* Philadelphia, 25–22.
April 6—Albany *vs.* Park, 28–22.
April 13—Continental *vs.* Albany, 26–20.
April 20—(Continental *vs.* Hamilton), 20–20.
April 27—Hamilton *vs.* Continental, 21–18.

1895 CONGRESS, WON BY NASHVILLE.

October 19—Hamilton *vs.* Nashville, 22–13.
November 9—Hamilton *vs.* Park, 27–11.
November 23—Baltimore *vs.* Hamilton, 22–18.
December 7—Philadelphia *vs.* Baltimore, 20–13.
December 14—Continental *vs.* Philadelphia, 21–13.
December 21—Albany *vs.* Continental, 24–17.
December 29—Albany *vs.* Brooklyn, 24–20.

1896.

January 4—Capital Bicycle Club *vs.* Albany, 29–22.
January 18—Capital Bicycle Club *vs.* Hamilton, 27–21.
January 25—Baltimore *vs.* Capital Bicycle Club, 21–17.
Trophy surrendered for the mid-winter meeting.
January 28—St. Paul *vs.* American, 35–11.
February 22—St. Paul *vs.* Chicago, 31–19.
March 1—St. Paul *vs.* Fergus Falls, 41–12.
April 11—St. Paul *vs.* Chicago, 21–13.
April 27—St. Paul *vs.* Duluth, 37–11.

1896 CONGRESS, WON BY NEW YORK.

October 10—New York *vs.* Philadelphia, 29–21.
October 24—Narragansett *vs.* New York, 26–17.
October 31—Narragansett *vs.* Brooklyn, 31–23.
November 7—Hamilton *vs.* Narragansett, 28–9.
November 14—Hamilton *vs.* Boston Duplicate, 26–16.
November 21—Hamilton *vs.* Amrita (Poughkeepsie), 38–9.
November 28—Hamilton *vs.* Baltimore, 26–21.
December 5—Hamilton *vs.* Capital Bicycle Club, 25–14.
December 12—Hamilton *vs.* Wilmington, 25–20.
December 19—American *vs.* Hamilton, 29–24.
December 26—American *vs.* Park (Plainfield), 18–17.

1897.

January 2—American *vs.* Staten Island, 35–20.
January 9—American *vs.* Newton, 27–15.
January 16—Albany *vs.* American, 20–16.
January 23—Albany *vs.* Albany C. & W., 23–18.
January 30—Albany *vs.* Columbia, (Washington, D. C.), 21–15.
February 6—Albany *vs.* New Jersey, 32–16.
February 13—Albany *vs.* New York, 24–19.
Trophy surrendered for the mid-winter meeting.
February 20—Albany *vs.* St. Paul, 24–12.
March 6—Albany *vs.* Boston Duplicate, 17–16.
March 13—Albany *vs.* Narragansett, 23–16.
March 20—Hamilton *vs.* Albany, 35–17.
March 27—(Hamilton *vs.* Baltimore), 22–22.
April 1—Hamilton *vs.* Baltimore, 18–9.
April 3—Hamilton *vs.* Walbrook, 32–15.
April 10—Hamilton *vs.* Park, 34–6.
April 17—Hamilton *vs.* American, 22–17.
April 24—Hamilton *vs.* New Jersey, 27–13.

The following is a summary of the winners in the various contests for the trophy:

Name of Club.	Number of matches won.
Hamilton Club, of Philadelphia	20
The Albany Club, Albany, N. Y.	11
Minneapolis Chess, Checkers, and Whist Club	5
St. Paul Chess and Whist Club	5
American Whist Club, Newton, Mass.	4
Park Club, Plainfield, N. J.	2
Continental Club, New York	2
Baltimore Whist Club	2
Capital Bicycle Club, Washington, D. C.	2
The Whist Club, of New York	2
The Narragansett Whist Club, of Providence	2
The Philadelphia Whist Club	1
The Nashville Whist Club	1
Total	59

The trophy having been permanently won, a new one was purchased, and played for the first time at the seventh congress of the League, at Put-in-Bay. It is made of sterling silver, lined with gold, with three supporting arms, and stands on a broad base. On the outside, within a shield, the

Leaders of the "Cavendish" School
in America.
Fisher Ames.
C. D. P. Hamilton.
Nicholas Brown, Jr.
Charles E. Coffin
Cassius M. Paine.

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Fisher Ames.

C. D. P. Hamilton.

Nicholas Browse Trist.

Charles E. Coffin.

Cassius M. Paine.

words, "The American Whist League Trophy Challenge Cup, 1897," are enameled. Its first possession was contested for by fourteen clubs, Toledo finally winning it over Albany, by sixteen tricks. (See, "American Whist League.")

Champions.—The winners in a contest at whist, arranged for the purpose of testing the respective merits of individuals, teams, or clubs. The Hamilton Trophy is the championship trophy of the American Whist League, and the four players winning it at each annual congress are entitled to the designation of champions of the League for the ensuing year.

Championship Trophy.—See, "Hamilton Trophy."

Chances at Whist.—Hoyle was the first to make elaborate calculations of probabilities in whist. This feature of his teaching was satirized in "The Humours of Whist." He afterwards wrote a separate book on the subject, entitled, "An Essay Towards Making the Doctrines of Chances Easy to Those Who Understand Vulgar Arithmetic." Mathews also mentioned the calculation of probabilities as useful in guiding early leads, but did not follow out the subject in detail. This part of the science of whist afterwards became neglected, until revived many years later by Dr. Pole and others in the philosophical game.

A hand at whist will last only a few minutes; we may have a hundred of them in an evening; and yet, throughout a player's whole life, no two similar ones will ever occur.—*William Pole* [*L. A+*].

The whist player's maxim, that "the cards never forgive," is based upon experience of the fact that when you have got the game in your hands, and throw it away, the peculiar combination under which success was possible is not likely to occur again.—*The Whist Table.*

There are no less than 635,013,559,600 ways in which a hand can be made. That all the cards in the hand may be trumps (the dealer's, of course, must be taken), the chance is but one in 158,753,389,900 (one-fourth of the number just mentioned). A few years ago (see, "Whist Whittlings" in "How to Play Whist," pp. 190, 191), two cases of the kind were recorded, and many seemed to suppose that there must be something wrong in the mathematical computation of the chance. For, they said, in 158,753,389,900 cases only one would give this particular hand, and yet two cases occurred within a few years of each other, within which time so many hands could not possibly have been dealt. Now, there was here at starting the fallacy that, because but one case in so many is favorable, so many trials must be made to give an even chance of the event occurring. As a matter of fact, a much smaller number of trials is necessary to give an even chance. Take a simple case—the tossing of a coin. Here there are two possible results, but it does not take two trials to give an even chance of tossing head—one trial suffices for that; and the chance of tossing head once at least in two trials instead of being one-half is three-fourths; the odds are not even, but three to one in favor of tossing a head. In like manner, if 158,753,389,900 hands were dealt, the odds are not even, but largely in favor of a hand of thirteen trumps being among them. Moreover, if the odds were shown to be ten, or even twenty, to one against the event occurring in a much smaller number of trials, yet there is nothing very surprising in an event occurring when the odds against it are ten or twenty to one. But large though the number just mentioned may seem, the number of whist-players is also large. It would not be much out of the way to suppose that among all the whist-playing nations of the earth a million whist parties play per diem, and to each we may fairly assign twenty deals. On this assumption it would require only 7950 days, or not much more than twenty years, to give 159,000,000,000 trials, or much more than an even chance of the remarkable hand in question.—*R. A. Proctor* [*L. O.*].

Change the Suit Signal.—The idea embodied in the trump signal is to ask or call for the lead of trumps, which seems to have had its inception in the generally accepted irregularity in long whist

whereby a player, in calling for honors, also, under certain conditions, called for trumps. General Drayson, in an appendix to the third edition of his "Art of Practical Whist," argued that a better way of defining the meaning of the modern signal was that, when a person played an unnecessarily high card followed by a lower one, he wished his partner, on obtaining the lead, to "*change his suit to trumps.*" This might by some be considered a distinction without a difference, but it is merely the preliminary to a development, or improvement, which the author now proposed, and which, he claimed, would enable those adopting it to convey information that would, on many occasions, be worth two, or even three, tricks. He says:

"At the early stage of the play of a hand, I suggest that playing an unnecessarily high card means '*change your suit to trumps.*' When, however, the trumps have all been played, or when only one or two remain in, and when the play of an unnecessarily high card cannot mean 'lead a trump,' then the play of an unnecessarily high card means *change your suit.*" In other words, when there is no danger of mistaking it for a signal or an echo, one player may request his partner to change from the suit the latter is leading by making a trump signal in it. General Drayson claims that highly intelligent players may make use of the convention also when some trumps still remain in play. He says: "At present the play of an unnecessarily high card means only, 'play me a trump as soon as you get the lead.' If, however, we adopt the code I recommend, and agree that the *first* meaning of the play of an unnecessarily high card means 'change your suit to trumps,' but that if the previous play of the cards shows that this unnecessarily high card cannot mean *change your suit to trumps*, then it means change your suit to one of the two others which you are not leading—in other words, it says, 'any other suit will be better for me than a continuation of a third round of the suit you are now leading.'"

In conclusion, General Drayson says that this is not the introduction of a new conventional signal, but merely increasing the powers of one at present in use, and "which is now rather cramped and arbitrary in its meaning." In regard to possible conflict with other signals, he says: "When winning trumps are led by your partner, the present conventional system of intimating that you hold four in suit by playing the lowest but one, followed by the lowest, would still be followed without any chance of confusion. The play of an unnecessarily high trump would—if we kept to the letter of the principle—mean, change your suit to trumps, as the first meaning; as, however, trumps were being led, the play of the unnecessarily high card in trumps could only mean that the player held four trumps at least."

Changing Suits.—There is no rule without its exception, but the authorities are all agreed that to change suits in playing whist means to lose tricks thereby. Bumble-puppists and beginners love to lead the high cards in every suit in their hand, in turn, for the pleasure it gives them to temporarily play a winning game; but the final result is disastrous, and there is no pretense at partnership play. In playing whist, properly speaking, it is better to stick to and return to your best suit, which you originally led,

even though you are obliged to lead a card which you know will be taken by your opponent. The exceptional conditions under which it is well to change suits are such that only experts can take proper advantage of them. The novice had better obey the rule until he learns how to disobey it with profit.

Changing suits is one of the most common methods of dropping tricks.—*R. F. Foster* [*S. O.*], "*Whist Tactics.*"

It is less mischievous, generally, to lead a certain losing card, than to open a fresh suit in which you are very weak.—"*Cam*" [*O.*], "*What to Lead.*"

The general rule is: avoid changing suits. But the development of the hand may render a change necessary under several conditions.—*Fisher Ames* [*L. A.*]

It is a common delusion to fancy that when a suit is declared against you, you can prevent it making by leading something else; whereas you merely postpone the evil day, and do mischief in the interval.—"*Pembridge*" [*L+O.*].

"Avoid changing suits." This maxim should not be departed from unless the character of your hand or the fall of the cards justify it. There is, perhaps, nothing so productive of loss as injudiciously changing suits.—*C. D. P. Hamilton* [*L. A.*], "*Modern Scientific Whist.*"

There are five good reasons for changing suits, but unless one of them can be applied the suit should be continued: (1) In order to lead trumps to defend it. (2) In order to avoid forcing partner. (3) In order to avoid forcing both adversaries. (4) Because it is hopeless, and there is some chance in another. (5) To prevent a cross-ruff, by leading trumps.—*R. F. Foster* [*S. O.*], "*Complete Hoyle.*"

We firmly believe the greatest failure of the average whister is a wonderful desire to change the suit. Our advice is, when you have the lead, having won a third trick in hand, be absolutely sure it is the wisest play to shift the suit before you decide to do so, and if there is any doubt in your mind on the subject, give the benefit of that doubt to the suit that has just been led. Remember, every time you open a new suit you place yourself at a disadvantage, unless it is headed by a three-card sequence of which the queen is a component part.—*Milton C. Work* [*L. A. H.*], *Philadelphia Telegraph.*

Avoid changing suits. * * * If you have had the lead before, it is generally advisable to pursue your original lead. * * * If you have not had the lead before, it is in most cases advisable to open your strong suit, when you possess *great* strength in any suit, for you open such suit to advantage; but with weak or only moderately strong suits, which you open to a disadvantage, you would, as a rule, do better to return your partner's original lead, or to lead up to the weak suit of your right-hand adversary, or through the strong suit of your left-hand adversary.—"*Cavendish*" [*L. A.*], "*Laws and Principles of Whist.*"

Character and Whist.—If you wish to discover the real character of a man, play whist with him. The whist-table will reveal his peculiarities, if he has any. It will remove the mask from his face, if he is wearing one.

There is no game which reveals to us more the character of a man than whist.—*A. C. Ewald.*

Here the true gentleman appears in his real element; here may be compared the silence in prosperity with the pretentious braggadocio of the winner; the kind forbearance to the faults of a partner, with the angry looks, the shrugging shoulders, and often the irritating remarks of the loser. In no place in the social circle, nor in the free and easy haunts of club life, can one cultivate so well that equanimity so necessary to the polished gentleman as at the whist-table.—"*A. Trump, Jr.*" [*L. O.*].

Cheating at Whist.—Whist in its earliest and but partially developed stage was much used by card-sharpers as a means of fleecing the unwary. Cotton and Seymour, in their several editions of "The Compleat Gamester," showed this to be a fact; and Hoyle, the first teacher of whist, not only taught the game itself, but showed how to counteract the tricks of the gamblers and blacklegs. It is surmised by some that he was something of a gambler himself, and gained his knowledge in this way. Every improvement in whist which tended to make it more a game of skill and less a game of chance, lessened the opportunities for cheating. The fact that whist in England and

Europe is played for small, very often nominal, stakes, and in this country, as a rule, entirely without stakes, also takes away a powerful incentive for cheating. Professional crooks do not waste their talents on the desert air, and have long since discovered more congenial games of chance at which to ply their vocation.

The danger from professional cheating being practically *nil*, there remains to be considered the chance of cheating among amateurs. Human nature and vanity is such that occasionally some players are not unwilling to take advantage of unfair means in their efforts to achieve a victory, although such a victory, in the end, must be dearly bought, bringing with it stings of conscience instead of noble satisfaction. Many who practice little deceptions would perhaps be horrified to hear them plainly characterized as cheating, such as the revoke on purpose, the overseeing of an antagonist's hand, (in England) the claiming of honors which were never held, and other like practices. One of the most serious consists in collusion between partners in secretly conveying information concerning the hands or play. Private conventions or prearranged signals are cheating, and should at once subject the offenders to expulsion from the club or whist circle.

There is a popular belief that card-laws are intended to prevent cheating. This belief, however, is altogether erroneous. The penalty of cheating is exclusion from society.—"*Cavendish* "[*L. A.*], "*Card Essays.*"

Whist offers very few opportunities to the card-sharper. When honors are counted he may be able to keep one on the bottom of the pack until the completion of the deal by making the pass [putting the two parts of the pack back as they were before the cut] after the cards have been cut. * * * When whist is played with only one pack,a very skillful shuffler may gather the cards without disturbing the tricks, and by giving them a single intricate shuffle, then drawing the middle of the pack from between the ends and giving them another single intricate shuffle, he may occasionally succeed in dealing himself and his partner a very strong hand in trumps, no matter how the cards are cut, so that they are not shuffled again. A hand dealt in this manner is framed on the walls of the Columbus (O.) Whist Club; eleven trumps having been dealt to the partner, and the twelfth turned up. In this case the shuffling dexterity was the result of fifteen years' practice, and was employed simply for amusement.—*R. F. Foster* [*S. O.*], "*Complete Hoyle.*"

A story is told of a doctor who declined to play with a man and his wife, who always played as partners. On being asked why, he said: "It is very curious, but I notice that whenever it is the lady's turn to lead, she hesitates. Then if her husband says, 'Harriet, my dear, it is your lead,' she leads a heart. If he says, 'Come, dear, lead,' she leads a club. and so on. I don't care to play against them."

More than thirty years ago a visitor was introduced at a club of which I was a member. He was tall and very fat, and was what sailors term "dog rigged"—that is, when he sat in a chair he was nearly as tall as when he stood up. I soon observed that he had a habit of glancing at his adversary's cards. As he sat on my right I played after him, so I arranged my cards accordingly.

I held ace, ten, four, and two of spades, so I concealed my ten behind the four. This suit was led up to me, and I took no extra precautions to prevent my "dog-rigged" adversary from seeing my cards. After a slight hesitation he, third in hand, played the eight of spades. I pulled out my ten and won the trick, and saw that this was a shock. At the end of the hand I remarked to him, "That was a very deep finesse you made with the eight of spades!"

"Well, I thought you had nothing higher but the ace."

"How did you know I had the ace?"

"Well, I fancied you must have it."

That night this gentleman received a hint that his future visits to the club might be dispensed with.

Two men used to join a rubber, but would play only as partners. The reason they assigned for doing so was that they went shares in their losses or winnings, and if they were adversaries they took no interest in the results. It was remarked that they were very successful, especially in leading that suit which was best suited to partner. I was asked to visit the whist room and try if I could discover any secret. Before two rubbers had been played

I quietly told some lookers-on that I had discovered something, and to prove my case I said I would indicate what suit would be led by each of these men at certain periods of the game, especially when there was a slight hesitation. During the play of two hands I named the suit that would be led nine times out of ten. As this result was considered to amount to proof, I was asked to supply the key, which was very simple.

There are four fingers on each hand, and there are four suits. Arranging the suits in alphabetical order they stand, C., D., H., S. The first finger represented clubs, the second diamonds, and so on. A player holding his cards in his left hand, showing the second finger outside, wished diamonds led. Sometimes, as a variation, the right hand was brought up and the cards run through, the indicating finger being outside. The operation was performed very quickly, but would be perceived at a glance, and I saw that each of these men, when it was his lead, did glance at his partner's hand.

There are scores of other ways in which similar information could be given, but all these come under the head of private signals, or, in other words, cheating.—*A. W. Drayson* [*L+A+*], *Whist, May and June, 1897.*

"Chinese Whist."— Another offshoot, or variety, of whist, somewhat resembling double-dummy. It is played with a full pack of fifty-two cards, by two, three, or four persons. The game usually consists of ten points, honors not counting except by agreement. When four play, the partners sit opposite each other, as in whist. Six cards are dealt to each, one at a time, and spread out face down without being examined. Six more cards are then dealt to each player, and these are sorted into suits and placed, face up, upon the other cards. Lastly, one card is dealt to each player, and this he holds in his hand. It must not be exposed or named. Then follows the play, the player to the left of the dealer leading one of his exposed cards. The others must follow suit if they can, either from their exposed card or with the card in hand. Having none of the suit, a player may throw away or trump. Before the next lead, all the cards which have been uncovered are exposed face upwards. Thus the game proceeds to the end. All tricks above six count towards game, as in whist. In the three-handed game each player plays for himself against the other two, as at three-handed euchre. The two-handed variation appears to have become popular in this country of late years, as the following description by a writer in the New York *Tribune* (September 8, 1895) would seem to indicate:

"Two-handed whist is being played at some clubs and private parties, and a variation has been introduced which makes it resemble more than ever the regular four-handed game, and has infused new interest in it. As has been before explained, the game is played by dealing to each of the two players one-half of the cards, one at a time, as in the regular game. The cards are then placed on the table in piles of two, so that each player has thirteen piles. The top card of each pile is turned up at the beginning of the game. This leaves thirteen cards in each hand exposed. Play begins with the non-dealer, who plays one of his exposed cards, and, as soon as the trick is taken, he turns up the card that was beneath it. In this way all the cards are finally exposed and played.

"As two cards make a trick, there are naturally twenty-six tricks in all, thirteen of which it takes to make a book, after scoring which every trick counts one point. Thus, while it is possible to make thirteen points in one deal, it is also possible to have no count whatever, and in actual play it frequently happens that neither player makes a point in a particular deal.

"The variation of the game is to arrange the cards as before described, when the non-dealer begins the play. As soon as he has made the play, he turns up and exposes the card which was covered by the card played. The other player then plays, and likewise exposes the card uncovered. The first player then plays another card on the same trick, again exposing the face of the card underneath the one played, if there be one, and the second player has the last play. This, of course, makes only thirteen tricks, and the regular rules of whist govern in counting the points."

"Chinese whist" is double-dummy for two, three, or four persons, only half of each player's cards being exposed, the others being turned up as the exposed cards are got rid of in the course of play. —*R. F. Foster* [*S. O.*], "*Complete Hoyle.*"

Clapp, Miss Gertrude.—One of the earliest and foremost lady teachers of whist. Miss Clapp began teaching the game in New York City in the spring of 1887, and has taught there every winter and spring since that time, beginning with January 1, and ending with June 1. She averages four classes a day, making about one hundred and fifty persons each week. In addition to her work in New York, she has also taught largely in Philadelphia, Pittsfield, Lenox, Williamstown, Albany, Hartford, Southampton, Orange, Washington, Pittsburg, Milwaukee, and Mt. Desert. Among her pupils are many who have become distinguished as players.

Whist is one of Miss Clapp's earliest recollections, as both her grandfather and grandmother were fond of the game, and in their day and generation noted for their skill. She was not quite nine years of age when she was admitted to the honor of filling a vacancy at the table. "The next evening after my first attempt," said Miss Clapp, in narrating the incident, "I remember telling my grandmother that I would like to play again, as 'now I knew whist.' Her reply was most characteristic, to the effect that a child who knew so much must require more sleep, and I was accordingly sent to bed instead. I mention this incident because it illustrates her respect for the game; and although I smarted under a sense of such injustice at the time as to engrave her words indelibly upon my memory, I have long since looked at myself from her standpoint.

"Later, as a young girl," she continued, "I had the advantage of playing continually with good players outside of my own family. One in particular stands out in *bas-relief*—a man of such genius at the game that very few cared to play with him in the small whist circle of a country town, fearing the wounds to their *amour propre*, for his cutting frankness and mocking criticism spared neither friend nor foe. I have often said I was controlled by two fears on those occasions when I had the proud honor of being his partner: the first was that he should see the tears which were more than often in my eyes; and the other, the dread that he would never play with me again.

"When, later, circumstances induced me to teach whist, I found how much good such a schoolmaster had done for me; and in explaining the many points I had practiced for years, simply because he commanded me to (without going into the reason of things), I have found how philosophical and logical his conclusions were.

"The gift of imparting, it seems to me, is a game in itself—entirely

independent of the game one is attempting to teach; and it is just here, in this thought, that the secret of success in teaching seems to me to lie. It is an excitement to find the different avenues to different minds—a problem which never tires, because it is so difficult to solve."

Clay, Charles M.—A well-known whist analyst and composer of what are aptly called whist perception problems. He was the first to originate these fascinating exercises in whist, and has occupied the field almost entirely alone up to the present date.

Mr. Clay was born in Gardiner, Maine, October 7, 1847; the son of Lorenzo Clay, a leading lawyer of the Kennebec bar, and Abby Bourne Clay, a member of the old Massachusetts family after whom the town of Bourne was named. Both of Mr. Clay's parents were fond of whist, and his mother had a remarkable faculty of guessing where the cards lay—a faculty which, it is needless to say, descended to her son.

At twelve years of age he began to take an active interest in the game, forming with other boys a juvenile club which was conducted with all the gravity of their elders. At sixteen years of age he tried to develop a bent for business in a store in Illinois, but he soon found that he preferred an intellectual life, even at the price of being obliged to educate himself. In this endeavor he succeeded, and in 1869 he was graduated from Dartmouth College. During his college course, and for a year after graduation, he taught school. In 1871 he became civil engineer on the European and North American Railway, and a half year later assistant chief engineer of the Boston, Hartford, and Erie Railway, in Boston. Here he was burned out in the great fire of 1872, and this, in addition to the general railroad depression in 1873, caused him to leave the profession and return to teaching. In 1883 he became head master of the Roxbury High School, a position which he still holds.

All this time Mr. Clay continued to play his favorite game during his leisure hours. In 1880 he was invited by Fisher Ames to join the Boston Whist Club, but would not (much as he appreciated the honor) because they did not play the American game of seven points without honors. In 1886, in conjunction with G. W. Pettes and other believers in the American game, he helped to form the Deschapelles Club, in Boston, "which," he says, "we fondly hoped was to begin a new era in whist. The club had a mission to fill, undoubtedly, and filled it; but it was not established upon a right basis, and so died an inevitable death." He felt honored to be asked to undertake its reorganization and accept its presidency; but it did not seem to him to be founded upon correct principles, and consequently he declined. He subsequently organized the American Whist Club, of Boston, of which Fisher Ames became the president upon Mr. Clay's invitation. "At last," to quote his own words, "we have in Boston a whist club founded, it seems to me, upon a right basis, playing the American game, and with every element of permanency."

In October, 1893, he sent to *Whist* a hand taken from actual play, in which he had been able to place nearly all the cards after five tricks. Studying such hands seemed to him to be of much more value to the average player than dummy problems, and he had used his

method for several years to teach friends who had applied to him for assistance in learning the game. The warm reception accorded his "perception problem" upon its appearance in the November number of *Whist* encouraged him to continue similar contributions, and he adopted the principle of illustrating, in turn, all the different phases of actual play.

Whist of July, 1897, calls attention, as follows, to another whist invention of Mr. Clay's: "The new Clay movement, for use in compass games and for multiple fours, is a vast improvement over former methods whenever an even number of trays can be used at each table. This system, and the schedule for eights, are by far the most valuable recent contributions to the practice of duplicate whist, and New England will be thankful for the credit."

Clay, James.—The leading whist authority of his day, and one of the finest players of the game produced by England, the home of whist. Mr. Clay was born in London, December 20, 1805. His father, a merchant, was the brother of Sir William Clay, M. P. James Clay was educated at Winchester, and at Baliol College, Oxford. In 1830, in company with Disraeli, who maintained a close and life-long friendship with him, he traveled in the East. In 1847 he was elected to Parliament, as a Liberal, for Hull, and he continued to represent that borough until his death, which took place in 1873, at Regency Square, Brighton. Mr. Clay was married to the daughter of General Woolrych, one of Wellington's officers, and had a family, the best-known of whom are: Ernest Clay (now Clay Ker Seymer), a distinguished diplomat; Frederic Clay, the musician (who was also a government official of position, private secretary to Mr. Gladstone and many of the cabinet ministers of his time), and Cecil Clay, well-known in literary and artistic circles. To the latter we are indebted for the rare photograph from which the engraving of his father was made for this work.

James Clay's fame rests chiefly upon his admirable "Treatise on the Game of Whist," which was affixed to John Loraine Baldwin's "Laws of Short Whist," London, 1864. It has gone through many editions, being a logical, succinct, and pleasantly written book, which has won favor in all parts of the world. The laws of whist accompanying it were drawn up by a committee, of which he was chairman (see, "Laws of Whist, English Code"), and were adopted not only in England and the European capitals, but in America, and held sway here until the adoption of the American code. In 1881 an edition of Mr. Clay's book was published containing a short preface contributed by his sons, in which they stated that their father, before his death, had given his adhesion to the lead of the penultimate from suits of five cards or more, and to the discard from the strongest suit, instead of the weakest, when strength of trumps is shown by the adversaries.

During his long career in Parliament Mr. Clay was intimately associated with many of the leading men of the day. Despite their difference in politics, as already stated, he was the life-long friend of Lord Beaconsfield, and many friendly references to him are found in the published correspondence of the great prime minister. In a letter dated September 27, 1830, he speaks of Clay's "life of splendid

adventure," and, after chronicling his various triumphs, concludes with the following characteristic reflection: "To govern men, you must either excel them in their accomplishments or despise them. Clay does one, I do the other, and we are both equally popular."

Mr. Clay was a most admirable type of the old-fashioned player—suave, courteous, and imperturbable, although he could occasionally say a severe thing when addressed by men whom he disliked. Under the name of *Castlemaine* he is described by George Alfred Lawrence in his novel, "Sans Merci" (chapter 32), and a remark is put into his mouth which we are assured on good authority was, in fact, actually made by him, and is about as severe a rebuke as he was ever known to administer to a bad partner. *Castlemaine* is playing with *Vincent Flemyng*, and the latter, having backed himself heavily because he had a tower of strength to assist him, loses the rubber by failing to lead trumps from five to an honor. The story goes on to say: "*Vincent* held the knave and four more trumps. If he had only gone off with that suit, the game was over. True, he had not a very powerful hand, so he led off with his own strongest suit, which was trumped by *Hardress* the second round, and the critical fifth trick was just barely saved. *Flemyng* said, 'I ought to have led trumps; there's no doubt of it.' He looked at his partner (*Castlemaine*) as he spoke, but the latter answered never a word till *Vincent* repeated the question pointedly. It has been before stated that *Castlemaine's* manner to men whom he favored not was somewhat solemn and formal. 'It has been computed,' he said very slowly, 'that eleven thousand young Englishmen, once heirs to fair fortunes, are wandering about the Continent in a state of utter destitution, because they would not lead trumps with five, an honor in their hands.' The ultra-judicial tone of the reply would have been irresistibly comic at any other time."

The following parallel stories to the above are told by "Cavendish:" The great authority was looking on at whist when the second player, whom he favored not, holding ace, king, knave, instead of playing king as he should have done, finessed the knave. The queen made, third hand; ace and king were afterwards trumped. The player then turned to Clay and asked whether the finesse of the knave was justifiable. To him the following crushing rejoinder, spoken very deliberately at the wall opposite, instead of to the querist: "At the game of whist, as played in England [pause], you are not called upon to win a trick [another pause], unless you please."

A player having asked for trumps, though he did not hold a trump (a most outrageous whist atrocity), his partner said, after the hand, "I presume you did not intend to ask, but pulled out a wrong card." "No," was the reply, "I had a very good hand, and wanted trumps out." Then, turning to Clay, he inquired, if, with a very good hand, his play was defensible. Clay threw himself back in his chair and stared at the cornice in the next room. He had a long cigar cocked out of one corner of his mouth, and as he spoke, in his "ultra-judicial tone," his voice seemed to proceed, in a most comical and indescribable manner, from behind the cigar. He said: "I have heard of its being done once before [pause], by a dear old friend of mine [pause]." "And," innocently pursued the victim, "was

your friend a good judge of whist?" "I am *bound to add*," resumed Clay, as though he had wished to conceal the fact, but that the recital of it was wrung from him by this question, "I am bound to add, that he died shortly afterwards [pause, and then very distinctly] in a lunatic asylum!"

In answer to a question as to what Mr. Clay's attitude toward the modern developments of whist would be, were he alive to-day, his son, Cecil, writes as follows: "I should be loath to speculate on that point, and, indeed, could not do so with any confidence. There is no ground to go on, unless it may be considered that a small inference may be drawn from the fact of his giving his adherence to the then new system of leading a penultimate card in the case of an intermediate sequence: a fact which we mentioned in a subsequent edition of his book. As that may be considered, I imagine, the initial stage of the system which has culminated in American leads, and also as my father was first the mentor and subsequently the fellow-counsellor of my friend 'Cavendish,' it would seem that the adherents of modern whist developments might with some justice entitle themselves to consider that he would have participated, to some extent at least, in their views. I could not, however, commit myself to any opinion on that point."

I am often asked my opinion of Clay's play. In the first place, what particularly struck me was the extreme brilliance of his game. * * * In the second place, though no one knew better than Clay when to depart from rule, no one was more regular in his observance of rules. He combined the carefulness of the old school with the dash and brilliancy of the new.—"*Cavendish*" [*L. A.*], "*Card-Table Talk.*"

As to Clay's manner of playing, I have heard him called a slow player. That, however, is hardly correct. He should rather have been called a deliberate player. His system was to play every card at the same pace. Hesitation is often to the player's disadvantage; and Clay's object, in playing deliberately, was that his pause, when doubtful as to the correct play, should not be taken for hesitation, but should be attributed to his natural habit of machine-like play.—"*Cavendish*" [*L. A.*], "*Card-Table Talk.*"

It is, of course, a pure matter of speculation as to how far Mr. Clay would have given his adherence to the recent innovations in the game. It is a fact, however, that he admitted his adhesion to the lead from the "intermediate sequence," and even looked with favor on the lead from the penultimate card, and as these leads were the first step in the direction of the present system of leading, it is quite possible that were he here now, we should find him leading the "card of uniformity" with the same conscientiousness as the most faithful adherent of Mr. Trist.—*C. S. Boutcher* [*L. A.*], "*Whist Sketches*," *1892.*

In 1864 appeared "Short Whist," by James Clay, the acknowledged authority on the game in his day. This is an admirable work, and is full of suggestion for those who read between the lines. Unfortunately, however, it is not up to date. It is well known that Clay intended, in a second edition, to recast a portion of his treatise. Illness, terminating fatally, prevented the execution of this scheme; and the author's sons, with whom the copyright rested, decided, with filial devotion, not to make any alteration in their father's work, notwithstanding that they were aware of the intention above expressed.—"*Cavendish*" [*L. A.*], *in* "*The Whist-Table.*"

Clear a Suit, To.—To clear a suit is to force out the commanding cards contained therein, especially when they are held by the adversaries. A player also clears a suit when he unblocks, so as to give his partner full swing in it. (See, "Unblocking.")

Clerical Errors.—Errors in whist due to carelessness or defective memory; mistakes which are not due to inherent bad play, and which the player himself would immediately correct had he the opportunity to do so.

By clerical errors I mean such palpable mistakes as leading out of turn, mistaking the trump suit, playing a club to a spade suit when you hold a spade, or a diamond to a heart suit when you hold a heart.—*A. W. Drayson* [L+A+], "*The Art of Practical Whist.*"

Clubs.—One of the four suits into which a pack of cards is divided; one of the two black suits. On German cards clubs are represented as acorns, and in French they are called *trefles* (trefoils). Cards used in English-speaking countries are directly derived from the French, but the name clubs, applied to the trefoils of this suit, is taken from the Italian *bastoni* (batons or clubs), which was derived from the Spanish (*bastos*, batons), the first modern cards having been printed in Spain.

Clubs.—See, "Whist Clubs."

Coat Cards. — See, "Court Cards."

Code.—See, "Laws of Whist."

Coffin, Charles Emmet.—American whist author, was born in Salem, Ind., July 13, 1849. He is a descendant of Tristram Coffin, of Nantucket; was educated at Bloomington College, studied law, and was admitted to the bar in 1871. Now carries on a successful real estate and banking business in Indianapolis, Ind. A clear, concise, and able exponent of the "Cavendish" school of modern scientific whist.

Mr. Coffin, like thousands of others, had played at whist in the ordinary way for many years. In 1890 he organized a small club of neighbors for the systematic study of the game, using the works of "Cavendish," Drayson, Pole, Proctor, and Ames as text-books. He soon became impressed with the fact that only a small proportion of the persons who claimed to be good players possessed any knowledge of the modern scientific game, the principal reason being that they had been lost in their efforts at studying whist in a labyrinth of laws, leads, rules, etc. In analyzing the leads and reducing the rules to a concise and comprehensive form for his club, Mr. Coffin conceived the idea that his condensation might prove valuable to other students of the game, and so published the work in 1894, under the happy title of "The Gist of Whist." It became popular at once, and in four years reached its fifteenth thousand. In 1893 Mr. Coffin joined the Indianapolis Whist Club, which was one of the charter clubs of the American Whist League. In 1894, at the fourth congress of the League, in Philadelphia, he was elected a director of the League.

"Combination Game, The."—The ideas which as successful a teacher as Elwood T. Baker embodies in his whist instruction, must have merit enough to command attention and respectful consideration. What he calls the common sense or "combination game" is, what its name implies, a combination of both the long and short-suit principles guided by the teachings of experience and sound, practical judgment. At our request, Mr. Baker has given the following details concerning his method:

"The more I investigate and play, the more deeply am I convinced that the best game of whist is that which is as free as possible from all arbitrary conventions and signals, and one in which no absolute or arbitrary meaning should attach to any particular card or style of play other than what is naturally indicated by the card itself. I believe that to use the queen, ten,

or nine, as played by Philadelphia players, to mean a call through an honor; or, that the play of an intermediate card as a bid for a ruff, as advocated by Howell; a two, three, four, and five, as a positive call for trumps (or the lowest of a long suit), as in the 'invitation game,' embarrasses and cripples the freedom and scope of the player, and is a positive detriment, for the reason that one does not always find the conditions to suit the play. In my own practice for a long time I have entirely abandoned the call for trumps, number-showing leads, and all other conventions included in the system of American leads, and have found it much more enjoyable, and, if anything, a better intellectual exercise, and at the same time, have not found it any less successful. American leads are intended to make the game easy, so that the merest tyro can soon learn to count the cards and combinations from which they are led, but the game of the future, in my opinion, will require the player to use his perceptions more in determining proper play by inference and deduction from the fall of the cards; and, therefore, it will be more difficult and require greater experience and skill.

"In order to play the 'combination,' or any game, for that matter, the player must have a wide knowledge of the possibilities of the cards and the best method of treating different hands. Among the things that I insist on in playing this game, are: (1) That the lead of a card indicating a short suit must be from a short suit, except in rare cases. In other words, I think the 'top of nothing,' or the top of a long weak suit, is a losing game. (2) Holding the command of a suit which your partner opens as short, and you are also short, you must not part with the command on the first trick. For instance, if partner leads a nine, second hand covers with jack, and you hold ace and two small, you must on no account cover and give up command of adversaries' suit. (3) Holding two short suits, one a three-card and the other two, lead from the longer if you are strong in trumps, the weaker if you are willing to be forced. The reason for this is, that when you lead a short suit it is generally to assist your partner in his long suit, and if you have trump strength you can better do this with the longer than with the two-card suit, if it proves to be your partner's. There are other peculiarities or styles of play, which cannot be called conventions, but grow out of a close study of the cards from actual play, and are suggested by common sense."

Mr. Baker adds that, although he believes in playing the long-suit game, he does not believe in opening with a low card from an unestablished long suit, unless he has sufficient trump strength or reentry cards, or both, to warrant it. "In actual practice," he continues, "following the foregoing line of play, it will be found that in not more than one out of every eight hands will one be justified in opening with a low card of his long suit, so that the 'combination game' is very nearly like what is generally known as the short-suit game. I am convinced that in the great majority of hands a short-suit opening is the safer and sounder play, and that it results more frequently in getting your long suit established than if you were to lead it yourself in the first place. When to lead short suits, and what kind of openings to make from the multitude of combinations, requires much judg-

ment and experience, and adds much to the zest of the game."

Combination Principle, The.—The whole practice of the modern scientific game of whist may be said to rest upon the fundamental principle of combination of the hands of partners. The exposition and philosophic application of this principle is due to the labors of Dr. Pole, who also showed that the most efficient way in which to apply it in actual play is through the medium of the long suit.

The advantage of combination in whist is now impressed upon every student of its niceties. The practice of playing for your own hand alone was condemned by Clay, "as the worst fault which I know in a bad player."—*W. P. Courtney* [*L+O.*], "*English Whist.*"

"Why should men play whist so that you can know by the cards they play what they hold in their hands?" On this depends the beauty and the principle of the game. In whist, it is a combination of your own and your partner's hand against those of your two adversaries.—*A. W. Drayson* [*L+A+*], "*The Art of Practical Whist.*"

It is said that you might often play your own hand to more advantage by treating it in your own way, and that the combined principle may lead you to sacrifice it. But this objection is merely founded on a misapprehension as to how the principle is applied; for a study of the resulting system will show that it is calculated fully to realize any advantages your own hand may possess, while the cases in which sacrifice is required are only those in which the joint interest is indubitably promoted thereby. Then, secondly, it is objected that all indications given to your partner may also be seen by the opponents and turned against you; and it is sometimes argued that by enlightening in this way two enemies and only one friend you establish a balance to your disadvantage. But this involves a confusion in reasoning; for, if the opponents are equally good players, they will adopt the same system, and the positions must be equal; and if they are not good players they will be incapable of profiting by the indications you give, and the whole advantage will rest with you. Besides, many players do not pay so much heed to their opponents' as to their partner's indications, the attention being always most prominently directed to the partner's play.—*William Pole* [*L. A+*], "*The Theory of Whist.*"

Come to Hand.—An expression used by some English whist-players, meaning to obtain the lead.

Command.—The best card or cards of a suit, the holding of which gives the player control; the winning cards over all those which are in play. A player has command of a suit from the moment when he is able to take every trick in it, no matter by whom led. This is complete command. He may also hold strength enough in the suit to give him temporary or partial command. It is highly important to obtain and retain the command of an adversary's suit, but more important still to get rid of the command of your partner's suit, in order not to block him in endeavors to bring it in. (See, "Unblocking.")

Keep the commanding card, or the second best guarded of your adversaries' suit, as long as it is safe to do so; but be careful of keeping the commanding card single of your partner's, lest you should be obliged to stop his suit.—*James Clay* [*L. O+*].

Keep the command of your adversary's suit, and get rid of the command of your partner's suit. In the first case, you obstruct the adversaries' suits, and prevent their establishing them; in the second case, you assist in clearing the suit for your partner.—"*Cavendish*" [*L. A.*].

Commanding Cards.—The best cards unplayed in any suit; the cards which give the command to a player.

Comments.—As silence is one of the essentials of good whist, all comments should be barred during the play of the hand. (See, "Conversation.")

It is positively unfair to make any comments upon your hand before the play,

and it is in wretched taste to complain about your weak hands at any time.—*C. D. P. Hamilton* [*L. A.*].

After a hand is played, comments, in nine cases out of ten erroneous—for the same result would have eventuated from different play—are made, which provoke reply.—*W. M. Deane* [*L. A*+].

Common Sense of Whist.—The quality in a good player which enables him to solve difficulties and surmount critical situations where no rules apply, or where he must violate the rules in order to win. At one time the maxim, "When in doubt, win the trick," was much applied. A better maxim is, "When in doubt, use your common sense."

Success at whist depends upon the faculty of combination and the rapidity and accuracy with which correct inferences can be drawn from the fall of the cards, and if information is to be withheld because the adversaries may make use of it for the purpose of their strategy, the whole science of the game is gone. But there may be, and frequently is, an abuse of uniformity; where, in order that his hand may be counted or his cards known, a player will, under all conditions and without reference to the score, play according to conventional rule. Good players will, however, frequently deviate from recognized play, and indulge in what I hope I may be permitted to call the common sense of whist.—*F. H. Lewis* [*L. O.*], *Foot-note in Proctor's "How to Play Whist."*

"Common Sense School."—A name applied to a school of players who follow the teachings of R. F. Foster, eschewing American leads, signals, and conventions of all kinds, and confining themselves to this simple mode of play: To lead from short suits when they have no long suit which they can reasonably hope to bring in. (See, "Short-Suit Leads, Foster's.")

Compass Whist.—A variety of progressive duplicate whist (*q. v.*), in which the players are arranged according to the points of the compass (north and south playing against east and west), and retain their relative positions throughout the play. Sometimes the players move in one direction while the trays containing the hands for the overplay are moved in another. Sometimes the trays only are moved, and the players sit still. It is the earliest form of the progressive game, and is well adapted to large numbers of players, especially in informal gatherings, where no special number of tables has been agreed upon. The players having the greatest number of tricks above the average are declared the winners.

In the East, however, for some reason, the title "progressive whist" has never been popular, while the system itself has flourished under the title of "compass whist," so called because the four players at each table occupy the four points of the compass.—*Milton C. Work* [*L. A. H.*], *"Whist of To-day."*

Before the invention of apparatus for carrying the cards from one room to the other without mishap or confusion, the players were in the habit of slightly shuffling their thirteen cards, and then leaving them face down on the table, with the trump turned, the four in one room then exchanging seats with the four in the other room, each retaining the point of the compass he originally occupied.—*R. F. Foster* [*S. O.*].

"Compleat Gamester, The."—A book of instruction on billiards, chess, etc., published in London, by Charles Cotton, in 1674. It contained a description of "Ruff and Honours," the game from which whist was directly developed. Whist is incidentally mentioned in the introduction. In a subsequent edition (1680) occurs the first printed attempt at a description of the present game, which was said to have been named "whist, from the silence that is to be observed in the play." It is stated to be a game not differing much from "Ruff and Honours," of which the details are given. Cotton also sets out at

length the tricks of the professional sharper, saying: "He that can by craft overlook his adversaries' game hath a great advantage." He points out that by winking, or by moving the fingers, the knowledge of the honors in his possession can be communicated by a player to his partner. He declaims against "reneging, or renouncing—that is, not following suit when you have it in your hand. It is very fowl play," he says, "and he that doth it ought to forfeit one." A subsequent edition of the work was brought out by Seymour. (See, "Whist, History of.")

Congress, Whist.—See, "American Whist League."

Consultation.—In the English game, except in the case of a revoke, partners are not allowed to consult as to which of any given penalties to exact. They may, however, agree as to which partner is to exact the penalty. In the American duplicate game (*Law I.*), "a player has the right to remind his partner that it is his privilege to enforce a penalty, and also to inform him of the penalty he can enforce."

Conventional.—Of established usage; generally accepted; as, the conventional lead of the ace from ace, queen, jack.

Conventionalities.—The conventionalities of whist are those things pertaining to the game which are established by usage, precedent, or general acceptance. In the earlier history of the game the conventionalities were comparatively simple, and few in number; but as whist became more scientific and intricate, conventionalities multiplied, until to-day it is hard to draw the line between conventionalities proper and plays that are merely arbitrary arrangements or expedients.

The Americans, taking hold of the fact of the "mutual understanding" necessary to communicate information between partners, include under the name of "conventionalities" all sorts of information, making no distinction between an inference drawn from the normal play of a card for ordinary general expediency, and an arbitrary interpretation of it, which only acquires meaning by special compact between partners. They forget that the former is as old as Hoyle, and is an essential element of whist play; the latter is of quite recent introduction.—*William Pole* [*L. A+*], "*Evolution of Whist.*"

Conventional Play.—Any generally accepted and understood play.

Conventional Signals.—Generally accepted and understood signals, by means of which legitimate information is conveyed between partners at whist; such as, for instance, the play of an unnecessarily high card followed by a lower one, known as the call for trumps; the return of the highest from a short suit; the play of the lowest of a sequence; the discard of the highest of a suit when you have entire command, etc. Conventional signals are as old as Hoyle, in principle. They must be generally known and accepted. In this manner they are distinguished from private signals, or private conventions, which are condemned by all fair-minded players.

The conventional methods of communication, which every player should know by heart, may be divided into two classes: those used in *attack*, and those required for *defense*. In attack, the facts required to be known are: (1) The general strength or weakness of the hand, and the best suit it contains—shown by the original lead. (2) Whether the suit is established or not, and if not, how much establishing it needs—shown by always leading from certain combinations of

cards in certain ways under similar conditions. (3) The assistance that can be given to the partner—shown by the return leads and the management of trumps. (4) The number of trumps held—shown by leading them, by "calling," by "echoing," by "passing," and by "forcing." In defense, the partners require to know: (1) What chance there is of stopping the adverse suits—shown by the second-hand play, and by the last player winning the trick with the lowest possible card. (2) The suits which are best protected. (3) The suits which it is desirable to have led; and (4) the suits which it is desirable to avoid—all shown by the discard.—*R. F. Foster* [*S. O.*], "*Johnson's Universal Cyclopædia*," *1895*.

Conventions. — See, "Private Conventions."

Conversation.—The conversation necessary to carry on a good game of whist could easily be supplied by mutes. In other words, no conversation is necessary during actual play, if all the players strictly observe the rules and play whist. Conversation between deals is permissible, but should not be of a nature to disturb other players in the room. (See, also, "Silence.")

It is an axiom that the nearer your play approaches to the dumb man, the better. —*Thomas Mathews* [*L. O.*].

No conversation should be indulged in during the play except such as is allowed by the laws of the game.—*Etiquette of Whist* (*American Code*).

No intimation whatever, by word or gesture, should be given by a player as to the state of his hand or of the game.—*Etiquette of Whist* (*English Code*).

Whist is the game of silence. Talking must cease when the first leader throws his card; silence must continue until the last card of the hand is played.—*G. W. Pettes* [*L. A. P.*], "*American Whist Illustrated*."

"What are trumps?" "Draw your card;" "Can you not follow suit?" "I think there is a revoke." The above remarks, or those analogous, are the only ones allowed to be used, and only by the person whose turn it is to play.—*Deschapelles* [*O.*], "*Laws of Whist*," *Article 110*.

Free and full discussion of the hand, of the play, and of the principle involved is not only admissible, but highly desirable, with a view of promoting good whist; but such conversation should only be carried on after the play of the hand, and before beginning the next.—*George V. Maynard* [*L. A.*], *Whist*, *June*, *1892*.

You may remind your partner, if dealer, to take up his trump card; caution him to hold up his hand; and warn him not to throw down his cards. The question, "Who dealt?" is held to be irregular, but on what ground is not clear; for you may inquire whether the cards are correctly placed for the next deal.—*William Cusack-Smith* [*L. O.*].

"Coroner's Table."—A table, specially provided, at which hands are examined and criticised after they have been played.

Correspondence Match.—See, "Whist Match by Correspondence."

Cotton, Charles.—The author of the "Compleat Gamester," was born in London, England, 1630. His volume, which was the first printed book to contain a descriptive allusion to whist, was published in 1674. He was the adopted son and fellow-angler of Izaak Walton, and added a second part to the fifth edition of the latter's "Compleat Angler," in 1676.

Count.—To count the cards at whist is to watch and remember how many of each suit are played. Only players with most extraordinary memories can remember every card. Ordinary players are satisfied if they can remember the high cards out and the number of trumps played. Keeping count of the game is to record the number of tricks or games scored.

Travelers tell us that savages cannot count beyond ten. Long experience at whist has convinced me that it is far more difficult than is commonly supposed for civilized people to count thirteen.—"*Cavendish*" [*L. A.*], "*Card-Table Talk*."

Counters.—Pieces of ivory or metal by which the tricks, games,

and rubbers won by each side are plainly indicated, so that the state of the score may be ascertained at any stage of the game. Counters are frequently made of one piece, with revolving or other devices, by means of which the desired information is given.

At duplicate whist, it was at first customary, in this country, to use thirteen counters, or poker chips, and place the same on the tray in the centre of the table at the beginning of the hand. Each side, upon winning a trick, took a chip, and the one having a majority of the chips won, and counted the number over six. On the overplay of the hands some players did not use the counters, but played and gathered the tricks in the ordinary way. Later improvements in the play of duplicate have caused the majority of the players to go back to the original Allison (*q. v.*) method of counting the tricks, which is the most simple, and contains the greatest number of checks upon mistakes. By this method each player simply lays each card which wins a trick for his side (whether taken by himself or partner) straight before him, top toward the centre of the table. Cards of a losing round are laid down horizontally. Thus the score for each hand is kept by four persons.

It is understood, of course, that in duplicate whist score-cards are used, instead of counters, in recording the final result of play.

Coup.—A brilliant play, not directed by any special rule (and often made in defiance of rules), by which an advantage is gained, or a difficult situation met. Some of the more familiar examples of this kind of whist strategy are: The Bath coup, Deschapelles' coup, and the grand coup, by means of which a player rids himself of a superfluous trump. "Cavendish" describes seven different coups in his "Laws and Principles of Whist." Fisher Ames also mentions the following as coups: Leading from weakness in trumps with a desperate score and a poor hand; treating a long suit as if it were a short one; leading the weakest suit; refusing to trump, or to overtrump; holding up the winning card on the second round; refraining from drawing the losing trump; leading a losing card to place the lead, and playing high cards to avoid the lead.

A coup is a well-judged departure from rule.—*C. D. P. Hamilton* [*L. A.*].

What are called "coups" are often cases where to follow the rule ensures your losing the game.—*A. W. Drayson* [*L+A+*], "*Art of Practical Whist.*"

Coups, * * * when divested of mist and halo, are found to be the result of quick apprehension rather than the flight of genius.—*Clement Davies* [*L. A+*], "*Modern Whist.*"

Coup de Sacrifice.—The play by which a master card, sure to take a trick, is intentionally given to the opponent. Named a "coup de sacrifice" by G. W. Pettes.

Court Cards.—The ace, king, queen, and jack are popularly spoken of as court cards, although, strictly speaking, the term applies only to the king, queen, and jack, being corrupted from *coat* card—*i. e.*, a card bearing the representation of a coated figure.

Courtney, William Prideaux.—English whist author. He is the fifth-born and third surviving son of John Sampson Courtney, of Alverton House, Penzance, his brothers being the Rt. Hon. L. H. Courtney, M. P., and John Mortimer Courtney, C. M. G., deputy minister of finance, Canada. Mr. Courtney was born April 26, 1845,

at Penzance, and educated at the local grammar school, 1856–9; and in the London city school, from 1859 to 1864. He entered the office of the ecclesiastical commission the year following, and retired in April, 1892, at which time he was head of the pay-room.

Mr. Courtney has played whist privately for many years, but since 1885 has been a regular player at the Reform Club. He is also a member of the Baldwin Whist Club, in Pall Mall, and a player at the Sussex Club, in Eastbourne, the new club at Cheltenham, and the Malvern Club, at Malvern. He favors the long-suit game, with modifications to suit emergencies, and plays the old leads.

His "English Whist and Whist-Players" is an important contribution to whist literature, being chiefly historical in its nature. It was published in New York and London, in 1894. He is also the author of one or two other works, not in the line of whist. He has been on the staff of the "Dictionary of National Biography," and was a contributor to the concluding volumes of the last edition of the "Encyclopædia Britannica."

Court of Appeals.—See, "Judges of Appeals."

Cover.—To play a higher card on a high card led; as, for example, to cover an honor with an honor—the king being led, you put on the ace, second hand.

Fundamentally, the duty of the second hand is to play low, but this conventional and natural procedure has been modified materially from the earliest times in cases where an honor is led originally. Thus, second hand is expected to cover a high card led with the lower of any two high cards held in sequence; he is expected to cover an honor with the ace if held without any other high cards; to cover an honor with an honor, if holding three cards; to cover an honor if holding any number of cards including the ten; and to cover a nine, or higher, when holding king, queen, or jack, and only one small.

In recent years, however, the question has arisen whether it is best for second hand to cover when holding king and one small card only. Dr. Pole, at the suggestion of "Cavendish," investigated the matter scientifically, and came to the conclusion that it was not. In fact, he became convinced that the second hand should not cover an honor led with any other card but the ace, no matter what number was held in suit. But W. H. Whitfeld, on examining Dr. Pole's arguments, and making calculations of his own, came to the conclusion that no advantage is gained by not covering queen led, holding king and one small. He states that, on the contrary, there is a distinct disadvantage in not covering, if the queen should be led from short suits. He formulates the following rule: The second player, holding two cards (not the ace) only of the suit led, should, if possible, cover the nine, or any higher card led.

Cover a high card, as a rule, second hand.—*A. W. Drayson* [*L+A+*], "*Art of Practical Whist.*"

It is useless for him [the second hand player] to cover an honor with a single honor, unless it is the ace.—*R. F. Foster* [*S. O.*], "*Complete Hoyle.*"

Many do not cover the knave with the king, holding king and two others. Yet it can easily be demonstrated to be the correct play.—*Charles S. Street* [*L+A.*], "*Whist Up to Date.*"

Dr. Pole, applying his high mathematical and logical attainments to the solution of the question of second hand covering an honor with an honor, holding fewer than four in suit, published the results of his calculations in the *Field*,

April 26, 1884, by which he demonstrated that the covering was disadvantageous. Since that period this time-honored practice has been abandoned.—*N. B. Trist* [*L. A.*], *Harper's Magazine, March, 1891.*

The question of covering, second hand, does not, in my opinion, depend so much on a calculation of the number of times such play will win or lose a trick in the suit, as on the consideration of the amount of mischief done by assisting an adversary to establish his suit, and especially on the first round. I do not see how this can be ascertained, and until it is ascertained I look upon the discussion more as an academic than a practical one.—"*Cavendish*" [*L. A.*], *Field, 1894.*

In trumps the recognized play [second hand] with either king, queen, or jack and one small card, for years was the honor. Of late, however, it has been pretty conclusively proven that with either king and one small, or queen and one small, unless the nine or ten is led, the honor is a trick-losing play, as it enables the leader to finesse too freely in the return. With the jack and one small, the question is much more doubtful, and the opinion of the best players is very evenly divided. The writer believes it wise in this case to be governed by the size of the card led. If it is so high (nine or eight) as to indicate great strength in the leader's hand, it is probably best to play the jack on the first trick; otherwise not.—*Milton C. Work* [*L. A. H.*], "*Whist of To-day*," *1896.*

While "Cavendish" was in America, this point [covering an honor with an honor] came up in conversation, and he then told how the change of rule came about. From time immemorial the accepted rule of play had been to cover an honor with an honor, holding but three of the suit. "Cavendish," playing against Mr. Richard Dalby Dalby, led a queen. Mr. Dalby, holding king and two small, second hand, passed. At the end of the hand "Cavendish" remarked: "Dalby, as you only had three cards of the suit, why didn't you cover?" Mr. Dalby replied: "I have long since made up my mind that it is disadvantageous at second hand to cover queen with king, holding three of the suit." Mr. Dalby's observation set "Cavendish" to thinking, and he wrote to Dr. Pole, asking if it was possible to ascertain by calculation whether or not it was right for the second hand to cover under the circumstances stated. Dr. Pole made an exhaustive calculation, which absolutely demonstrated that it was incorrect to cover an honor led with any honor except the ace, irrespective of number in the suit, and this calculation was published in the *Field—Robert H. Weems* [*L. A.*], *Whist, May, 1894.*

"Crawley, Captain."—The pen name of George Frederick Pardon, an English whist author who, in the estimation of "Cavendish," wrote "the worst book on games ever published." All his life he was an industrious booksellers' hack, rarely appearing before the public under his own name. His ventures in the domain of whist were: "Whist: Its Theory and Practice," which appeared in 1859, and was dedicated to his "friends and partners in many hard-fought games, Thomas Ridgway and Thomas Clementson;" "A Handbook of Whist on the Text of Hoyle," 1863; "Theory and Practice of Whist," 1865; and "Whist for all Players," 1873. He died August 5, 1884, at the Fleur de Lis Hotel, Canterbury, England.

Critical Endings.—Final rounds in a hand at whist when extraordinary skill may be displayed, or found necessary, in winning or saving the game. Hamilton, in "Modern Scientific Whist," illustrates sixty critical endings, which are invaluable to the whist student. (See, also, "Perception Problems.")

The end-hand in whist is very often susceptible of brilliant treatment. It is here that the liability to error is greatest. To insure correctness in end-play the most consummate understanding of the entire game is requisite.—*C. D. P. Hamilton* [*L. A.*], "*Modern Scientific Whist.*"

The chief points arising at the close of a game are these: (1) The right choice of cards to throw away to winning cards either of the enemy or of your own partner; (2) placing the lead, and (3) what may be regarded as a combination of both points, the recognition of the necessity which sometimes arises for throwing away a winning card or an extra trump—playing what is called (after Deschapelles) the *grand coup.*—*R. A. Proctor* [*L. O.*].

Cross-Ruff.—The play by which each partner ruffs or trumps the other's suit, alternately led for that

purpose. Also called "see-saw" (*q. v.*).

There is nothing so destructive of good suits as a cross-ruff, if allowed to continue.—*R. F. Foster* [*S. O.*], "*Whist Tactics.*"

Crown Coffee-House.—A coffee-house on Bedford Row, at that time an aristocratic locality in London. The Crown was one of a number of such resorts of high character, corresponding to the social clubs of the present day, and within its portals whist received its first serious consideration as a game. Up to this time it had been crudely played in taverns and low resorts, but about the year 1728 the first Lord Folkestone and a party of gentlemen made a regular study of it at the above-mentioned house. (See, "Folkestone.") It is also surmised that Hoyle may have been a frequenter of the Crown, which soon set the fashion for other coffee-houses. At all events, he was familiar with the teachings of the Folkestone school, to which he added a number of improvements, and after the publication of his "Short Treatise," in 1742, there ensued a great whist boom in England. (See, "Hoyle.")

About fifty years ago [1736] whist was much studied by a set of gentlemen who frequented the Crown Coffee-House, in Bedford Row. Before that time it was chiefly confined to the servants' hall, with "all fours" and "put." They laid down the following rules: To play from the strongest suit; to study your partner's hand as much as your own; never to force your partner unnecessarily, and to attend to the score.—*Hon. Daines Barrington*, "*Archæologia*," *vol. 8* (*1786*).

Curiosities of Whist.—A volume might be filled with curious incidents and matters connected with whist, both of a technical or scientific, as well as of a historical, nature. "Cavendish," in his "Card-Table Talk," devotes considerable space to matters of this kind, as does also Proctor, under the head of "Whist Whittlings," in his book, "How to Play Whist," and W. P. Courtney, in his "English Whist and Whist-Players." Aside from the curious features connected with the play or distribution of the cards, there are many interesting things to be told; as, for instance, the following:

Lord Clive, the Indian nabob, was an inveterate player and gambler. He played whist on the day of his suicide, excusing himself from the table during an interval in the game, and killing himself a few minutes later. Lord Mountford, another great gambler, played whist the last night of his life, on December 31, 1754. Next day he committed suicide. Lord Rivers sat down one night at the Union Club, in London, to play whist, with £100,000 in bank-notes before him. By morning he had lost everything, and on January 25, 1831, his body was found in the river. The Duke of Clarence, exactly one year to a day after this event, was stricken by death while playing whist, after dinner. Lord Lansdowne was taken ill while playing a rubber in the drawing-room of White's Coffee-House, in July, 1866. and died very soon afterwards, Von Moltke, the great field marshal, played a remarkable game of whist on the night before his death, making a slam and winning the rubber.

Stories of players who became so absorbed in the game that they played for twelve to twenty-four hours at a stretch are very common. Such a player was Lord Granville; and Elwes, the most notorious miser in all England, was another. Although he resisted with might and main the expendi-

ture of a few pennies in the ordinary transactions of life, at whist he was carried away with the game, and frequently risked thousands of pounds. Upon one occasion he is said to have played for two days and nights without intermission.

Dr. John Moore, father of the gallant Sir John Moore, tells in his "Views of Society in Italy" (1790), how, at Florence, he was invited to become one of a whist-party in a box at the opera. In vain he hinted that an adjournment might be taken to a more convenient place. The answer was that "good music added greatly to the pleasure of a whist-party; that it increased the joy of good fortune, and soothed the affliction of bad." From that time forward, during his stay, a rubber of whist in the stage box, upon a table provided for the purpose, was the regular thing every opera night.

A curious interlude in a game of whist happened at Edinburgh. It gave rise to a humorous remark by David Hume which was remembered for more than seventy years. It appears that a married lady was playing a rubber of whist at a table, when suddenly she was seized with the throes of labor. Hume, who was one of those present, playfully named the child the little "Parenthesis," and by that appellation she (for it was a girl) was known all her life, as is told in a letter written by Sir Walter Scott to his friend Morritt.

A good story is told of Catherine of Russia, who was devoted to whist, among other things, and frequently gave "little whist-parties at which she sometimes played, and sometimes not." On one of these occasions, while passing from table to table, watching the play, she had occasion to ring for a page. The latter was busy in the ante-room, also at whist, and could not tear himself away at a critical stage of the game. Her majesty rang again and again, and still receiving no answer, became furious. Upon going to the ante-room in person to wreak vengeance upon the luckless wight, it is said her anger gave way to kindly sympathy such as she was rarely guilty of, and instead of having him knouted or transported to Siberia, she dispatched him on his errand, and played his hand for him until his return. All of which is an additional proof of the fascination, power, and civilizing effects of the great game. (See, also, "Duke of Cumberland's Famous Hand," "Phenomenal Hands," "Problems," and "Vienna Coup.")

Cusack-Smith, Sir William.—An English whist author who published, in 1891, a small text-book, which he called an "Encyclopedia of Whist, Prefaced with Words of Advice to Young Players."

Cutting.—The act of dividing a pack of cards to decide who shall play at a table, who shall be partners, who shall deal, or as a preliminary to the deal. A cut must be at least to the depth of four cards. If, after the cards have been cut, the dealer drops a large portion of the pack under the table or on the table, so that they cannot be put together exactly as they were cut, Clay's decision was that there must be a new cut. (See, also, "Cutting to the Dealer.")

The ace is the lowest card. In all cases, every one must cut from the same pack. Should a player expose more than one card, he must cut again.—*Laws of Whist* (*English Code*), *Sections 13–15.*

In cutting, the ace is the lowest card. All must cut from the same pack. If a player exposes more than one card, he

must cut again. Drawing cards from the outspread pack may be resorted to in place of cutting.—*Laws of Whist* (*American Code*), *Section 7.*

A cut is irregular when it is not made by the dealer's right-hand adversary. It is not clean if there be any hesitation or awkwardness in its performance. It is not clean also if one card be dragged after the rest. The cut should be made neatly, and the cards fairly lifted up.—*Deschapelles* [*O.*], "*Laws,*" *Articles 21 and 22.*

Cutting In.—Selecting partners at the commencement of a rubber, and deciding who shall have the first deal. After the cards are shuffled, they are spread face downwards upon the table. Each candidate for the rubber draws a card, and places it face upwards in front of him. The four lowest are successful, and these again cut for partners, in the same manner, the lowest two pairing against the highest two. The lowest of the four has the first deal and the choice of cards and seats. Ties in cutting are determined by the players making such ties cutting again.

There is one question which has caused trouble in almost every club. It is the rule which provides for the formation of tables by cutting in. It is quite natural that this rule has been frequently broken, and in some clubs entirely disregarded. Strong players like to play with strong players, and they play this way or not at all. The weaker players want to play with the stronger, and find fault when they find it impossible to do so. Those players who complain the most are those who make no effort to improve on their own part, and who give unreasonable excuses for their bad plays, or say "they don't care," "they are only playing for fun," or "life is too short." Such players soon find that the best players think life too short to play with them.—*J. H. Briggs* [*L. A.*], *Minneapolis Journal.*

Cutting Out.—Deciding by the lowest cards cut which of two persons shall remain in when one or two are required to go out.

At the end of a rubber, should admission be claimed by any one or two candidates, he who has, or they who have, played a greater number of consecutive rubbers than the others is, or are, out; but when all have played the same number they must cut to decide upon the outgoers; the highest are out. — *Laws of Whist* (*English Code*), *Section 20.*

In most cases, but particularly when the table consists of five players, it is as well to write on paper the roster, so that it can be at once decided who is out:

A,
B,
C,
D,
E,

are the players, and A, B, C, D, play first. The next player to come in is E, and the first player out, decided by drawing, we will suppose is B. A, C, and D next draw, and A is out; then C and D draw, and C is out; the roster would then be as follows:

E,
B,
A,
C,
D.

D goes out after the rubber into which he has gained entrance by drawing with C. E, B, A, and C play a rubber, then E goes out, then B, and so on. When a long evening's play occurs, this roster prevents any dispute as to whose turn it is to go out; and when no record is kept of the rubbers, it is often a fruitful cause of disputes to decide whose turn it is to quit the table. Every precaution ought to be used to prevent any cause for discussion at whist.—*A. W. Drayson* [*L+A+*], "*The Art of Practical Whist.*"

Cutting to the Dealer.—The act of cutting the cards when presented by the dealer for that purpose. In the American laws, this subject is given a separate heading; in the English code, the provisions will be found, substantially the same, under the head of "The Deal."

The dealer must present the pack to his right-hand adversary to be cut; the adversary must take a portion from the top of the pack and place it toward the dealer; at least four cards must be left in each packet; the dealer must reunite the packets by placing the one not removed in cutting upon the other.

If, in cutting or in reuniting the separate packets, a card is exposed, the pack must be reshuffled by the dealer, and cut again: if there is any confusion of the cards, or doubt as to the place where the pack was separated, there must be a new cut.

If the dealer reshuffles the pack after it has been properly cut, he loses his deal.—*Laws of Whist* (*American Code*), *Sections 10–12.*

"Dale, Parson."—A character in Bulwer Lytton's romance, "My Novel." *Parson Dale* is a model whist-player, as good in his way as *Sarah Battle* in hers. So anxious was he to play correctly that he was ruffled even by his adversaries' mistakes. He was completely happy when matched against foemen worthy of his steel, and only gloried in the game when conducted on legitimate and scientific principles.

Dallam, Miss Frances S.—Miss Dallam is a teacher and player of recognized ability, and has many pupils in Baltimore, where she resides. She informs us that she has played whist all her life, but began teaching the game in 1893. To Miss Wheelock's instruction she owes a good share of her present proficiency. She has played constantly with the Baltimore Whist Club, since its formation a few years ago, and during the first season she won the ladies' first prize, receiving Milton C. Work's new book on whist. Her team won in two severe contests against the strongest team Philadelphia could muster. Miss Dallam is a strict adherent of the long-suit school and American leads. She is a very steady player, never deceives her partner, and follows the rules. She has been president of the Woman's Whist Club, of Baltimore, but in 1897 declined a re-election, as her work as a teacher occupied all her time.

Davies, Clement.—An English whist author, whose book, "Modern Whist: the Complete Theory and Practice," was published in 1886. In it he emphasizes the importance of playing to the score, which he claims is fundamental, and should receive the first consideration. His instructions follow those of the "Cavendish" school and the American leads. Mr. Davies is a graduate of Trinity College, Cambridge.

Dead Suit.—A suit in which the player holding it cannot possibly take a trick.

Deal.—To deal is to distribute the fifty-two cards at whist. The deal means the privilege of thus distributing the cards, and the cards themselves when distributed are also spoken of as the deal.

Each player deals in turn, the one who cut lowest in the selection of partners dealing first. The deal passes around the table, always to the left.

The cards are dealt, one card to each player, beginning to the left of the dealer, and continuing until the entire pack is exhausted. They should be dealt slanting downward on leaving the hand, so that their faces may not be exposed to any of the players. In the early history of whist it was customary to deal four cards at a time to each player, "but," says Seymour, in 1734, "it is demonstrable there is no safety in that method," and "now the cards are dealt round one and one at a time as the securest and best way." It is a curious fact that Deschapelles, the great French player, favored the original mode of dealing more than one card at a time. In his "Laws" (article 36) he says: "It is singular enough that the plan of dealing out an entire pack of cards, one by one, should have ever been adopted. It is sometimes a great fatigue, and one which has imposed upon a class of persons who would willingly

dispense with it." This objection becomes intelligible when we remember that Deschapelles had but one arm, having lost the other in the defense of his country. There can be no doubt that the plan of dealing one card at a time is the safest and best.

In duplicate whist, on the duplicate or overplay of the hands, provision is made whereby each player has every position at the table an equal number of times, or as nearly so as possible. The leader is indicated by an index finger or other mark on each tray or other device for holding the hands, and the position is varied in the different trays. As the dealer always comes just before the leader, the supposed advantages of the deal and lead are preserved in this way, although no cards are actually dealt in the overplay.

Each player deals in his turn; the right of dealing goes to the left.—*Laws of Whist* (*English Code*), *Section 33*. (See, also, "New Deal.")

A deal may be lost irrespective of any misdeal, and a misdeal does not in every instance forfeit the deal.—*Sir William Cusack-Smith* [*L. O.*].

A player has a right, if he choose, to allow his deal to be taken from him; but never, designedly, to take that of others. —*Deschapelles* [*O.*], "*Laws*," *Article 38*.

During the deal is the term applied to the time between the taking of the last trick of a hand and the turning of the next trump card.—*Rules of the Deschapelles Club*, *Boston*.

The total number of different ways in which the fifty-two cards may be distributed among the four players * * * amounts to 53,644,737,765,488,792,839,237,440,000.—*William Pole* [*L. A+*], "*The Philosophy of Whist*."

The deal is so decided an advantage, where five is the number to be played for [at short whist], that I am confident two bad players with the first deal in every game would in the long run beat the two best players in England.—*Thomas Mathews* [*L. O.*].

The deal and the lead are the original opposing elements in the game of whist. Here is the starting point of analysis, the foundation of the philosophy and strategy of the game. The dealer has the advantage, being the only player who is from the first absolutely sure of holding a trump or having the last play upon a trick.—*Emery Boardman* [*L+A.*], "*Winning Whist*."

Dealing.—When the pack has been properly cut and reunited, the dealer must distribute the cards, one at a time, to each player in regular rotation, beginning at his left. The last, which is the trump card, must be turned up before the dealer. At the end of the hand, or when the deal is lost, the deal passes to the player next to the dealer on his left, and so on to each in turn.

There must be a new deal by the same dealer: (1) If any card except the last is faced in the pack; (2) if, during the deal, or during the play of the hand, the pack is proved incorrect or imperfect; but any prior score made with the pack shall stand.

If, during the deal, a card is exposed, the side not in fault may demand a new deal, provided neither of that side has touched a card. If a new deal does not take place, the exposed card is not liable to be called.

Any one dealing out of turn, or with his adversaries' pack, may be stopped before the trump card is turned, after which the deal is valid, and the packs, if changed, so remain.—*Laws of Whist* (*American Code*), *Sections 13–16*.

Dealer.—One who deals or distributes the cards.

Deane, Walter Meredith.—Walter Meredith Deane, C. M. G., M. A., was born in London, 1840; is a graduate of Cambridge; was in the civil service for many years, stationed at Hong Kong, China, from 1862 to 1891; captain-superintendent of police of the colony from 1866 to 1891. He also acted as colonial secretary, and as colonial treasurer, and member of the executive and legislative councils. To whist-players he is best known by his "Letters on Whist Addressed to Moderate Players," a series of articles first appearing in *Bailey's Magazine*, and published in book form in 1894.

Declared Trump.—In duplicate whist it is largely a custom, instead

of turning trumps, to declare a certain suit trumps for the occasion. The laws of duplicate whist adopted in 1894 make no provision for this, except in the single-table or mnemonic duplicate game, where it is said: "Instead of turning the trump, a single suit may be declared for the game." The general sentiment of duplicate whist-players is largely in favor of the declared trump, and many go so far as to advocate a permanent trump for the game. The question of allowing a League club to depart from the rule which requires the turning of the trump, was brought to the attention of President Schwarz, in October, 1895, by Norton T. Horr, president of the Cleveland Whist Club. The president referred the matter to the judges of appeals, whose opinions were published in *Whist*, November, 1895, and were to the effect that while it was a breach of League law for a club to declare a trump, instead of turning it, there did not seem to be any way to prevent the members from making the change, especially if unanimously acquiesced in by the players interested. In the issue of *Whist* for December, 1895, Sidney Lovell went so far as to advocate not only a declared trump in duplicate, but a national trump suit for all forms of whist, and he suggested clubs. In the next issue of *Whist* a writer signing himself "Prex" argued for a declared trump in duplicate, but "so far as straight whist is concerned," said he, "we may dismiss the discussion. Chance enters so largely into it that the chance of turning up an honor may as well remain." But as to duplicate whist, he continued: "To my mind, the evolution of duplicate whist will be in the direction of uniformity and simplicity. I do not believe in declaring trumps at every sitting, but believe we will evolve a higher form when we make one suit trumps permanently." In the February issue Mr. Lovell returned to his argument in favor of clubs as the permanent and national trump suit. On February 19, 1897, Fisher Ames sent a communication to the executive committee of the American Whist League, in which he suggested that it would be "for the advantage and interest of the duplicate match games in tournaments and contests for trophies, and indeed for all duplicate whist games, that a rule be established forbidding the turning of a trump in the pack in play, and requiring the umpire, or parties, to cut a trump suit for the session, in another pack." He continued: "The true theory of duplicate whist is that each side at beginning has no knowledge of the resources or strength of the other side. The turning of a trump card is in violation of this principle; and although the same conditions are in turn imposed on the other side, two wrongs do not make a right. The recording of the trump turned adds greatly to the labor, trouble, and difficulty of keeping the score. If the trump turned is so small as to affect the play in no degree, it is only so much more trouble to record and keep the run of it; if sufficiently high to affect the play, it is contrary to the true principles of the game."

No decisive action was taken on the trump question at the seventh congress of the American Whist League (1897), although an effort was made to get the executive committee to declare in its favor. This occurred on July 5, when Director P. J. Tormey offered a resolution to the effect that "in contests Nos. 5, 6, 7, 8, 9, 10, 11, and 12 of the schedule of contests for this congress, the executive committee re-

commend that in all plays no trump shall be turned, and that clubs shall be declared trump." Director E. Le Roy Smith moved, as an amendment, that the rule apply to all contests. Lost. On a vote, the original resolution was also lost.

Deschapelles, Guillaume le Breton. — A phenomenal whist-player, considered by James Clay as "the finest, beyond any comparison, the world has ever seen." This verdict has been generally concurred in, not only by Deschapelles' contemporaries, but by every writer on whist since his time. Deschapelles was born in France, in 1780, and came of good family. His father was gentleman of the bedchamber to Louis XVI., and the same position was held by his brother in the court of Charles X. Deschapelles himself did not take kindly to royalty, and his republicanism came very near getting him into serious trouble in the earlier days of the reign of Louis Philippe. On one occasion a seizure of his private papers disclosed the fact that he had plotted revolution. In a list of persons to be summarily disposed of were found many names of prominence, and among them the following, with the accusation as stated: "Vatry (Alphie), to be guillotined. Reason—*Citoyen inutile.*" A worthless citizen, and why? He was a notoriously bad whist-player!

Deschapelles is mentioned by Hayward as one of the principal players of whist at the Union Club, in Paris, where he frequently met and played with Lord Granville, the English ambassador, Count Medem, Count Walewski, the Duc de Richelieu, General Michelski, Comte Achille Delamarre, M. Bonpierre, and other famous players. He also excelled in other games, notably at billiards, Polish draughts, and chess, being for years without a rival in the latter. Despite the fact that he had lost his right hand at the wrist, in the war with the allies, he could play billiards with wonderful dexterity. At whist he dealt the same as other players, and collected, sorted, and played his own cards with his left hand. He was a brilliant and daring player, and a perfect master of whist strategy, as is shown by the coups which he invented, especially the one which still bears his name. In his day, whist was played for high sums of money, and he frequently staked and won immense amounts. Upon one occasion a match was proposed between him and Lord Granville, another daring player, for 200,000 francs, and his part of the stake was promptly subscribed in shares. But the contest never came off, being stopped by friends of the English player, who feared the consequences of a possible failure to him.

Deschapelles published in Paris, in 1839, the fragment of a great projected work on whist. It was entitled "Traité du Whiste: 2d Partie, La Legislation," and issued by Furne, duodecimo, at five francs. Part I. was never published. In the same year there was published, in London, through Hookham, an English translation entitled, "A Treatise on Whist, With Laws," two volumes, octavo, at sixteen shillings. The work was disappointing, inasmuch as Deschapelles had spent such leisure as he could find during twenty years upon its preparation. It was reviewed in the *Foreign Quarterly Review* (vol. 24, p. 335.) The first part, had it ever been written, would undoubtedly have been a more satisfactory work. In 1842 appeared his "Traité du Whiste l'in-

génu, ou Whiste à Trois," published by Perrotin, in Paris. Five years later, his death took place in the same city.

Deschapelles' brilliant manner of playing the game was exemplified, to a certain extent, in America, by his pupil, the late John Rheinart (*q. v.*), who had frequently played as his partner before coming to this country.

I had rather he [Deschapelles] would lead or play third hand than be at my left when in an exigency I am to play. He plays second hand to win with it; and he does win with it. His finesse is terrific.—*Lassave* [*O.*].

In re Deschapelles, is it generally known that the Boston *Herald* published twenty-two hands, alleged to have been played by him? Some of them show that he was quite familiar with the lead of the fourth best (see August 11, 1889). And yet he died in 1847!! Truly, there is nothing new this side of the grave.—*R. F. Foster* [*S. O.*], *Whist, July, 1893.*

It would probably have surprised Deschapelles had he been told that the time would come when persons calling themselves whist-players would think more of a number of arbitrary signals, taxing only the attention, than of all the points of strategy which he and his contemporaries regarded as the essence of the game.—*R. A. Proctor* [*L. O.*], *Longman's Magazine, April, 1887.*

The "Traité du Whiste" was devoted principally to the *laws* of the game. The author said little about the play; but treated the subject in a manner highly *spirituel*. He reasoned on immensity and eternity; on metaphysical necessity and trial by jury; he invoked the sun of Joshua and the star of the Magi; he investigated the electric affinities of the players; and illustrated a hand by analytical geometry.—*William Pole* [*L. A+*], "*Evolution of Whist.*"

Early in the present century the great player, Deschapelles, introduced his wonderful play to the Parisian clubs, far the most original and brilliant ever known. The fine "coups," as may be known by the French term for his startling acts, were of his invention; but the record of play not being kept, the many instances of victory achieved by the aid of his foresight and practice of strange ways are lost to us.—*G. W. Pettes* [*L. A. P.*] "*American Whist Illustrated.*"

Deschapelles' Coup.—A celebrated stratagem in whist, named after its inventor, Deschapelles. It consists in the play of king, or other high card at the head of a suit, for the purpose of forcing out the ace or other high card held by the adversary, thereby making good a lower card in partner's hand, and thus giving him an opportunity to obtain the lead and make his established suit. The situation justifying the sacrifice is when trumps have been exhausted and you have the lead, but are unable to play a card which would give the lead to your partner, he having an established suit which it is necessary to bring in.

Its object is to save any card of re-entry that may be in the partner's hand when trumps are out, and you have none of his established suit to lead him.—*R. F. Foster* [*S. O.*], "*Whist Strategy.*"

Detached Card.—A card taken out of the hand and entirely separated from the rest, as in the act of play. Very often an error is committed by players returning such card and taking another, and playing it instead, after they have partly or wholly exposed the first card. In such case it is liable to be called, according to section 60 of the English code. In the American code, the word "detached" is not used, and no penalty is prescribed, because, as Mr. Trist informs us, "it does not cover the case of a card, turned face outward, in the player's hand; and the seeing of the card by the partner was made a condition precedent to the right of calling it, because in almost every case of a detached card the adversaries alone can name it; and no injury being done, no penalty should be suffered."

Deuce.—A card with two pips or spots; the two-spot (*q. v.*). The

word is derived from French *deux*, Latin *duo*, two. It has no connection with *deuce*, an evil spirit, notwithstanding the popular notion that such is the case.

When partner leads low cards, or cards which are not the best, the most important thing for the third hand is to locate the deuce. So well is this known among experts, that very few of them will give up the deuce of an adversary's suit, if they have any other small cards to play. * * * The absence of the deuce is a most important factor in estimating whether or not the lead is from five or more cards, and in judging whether or not the partner is echoing. It has lately become so much the practice to play false in the smaller cards of the adversaries' suits that the plain-suit echo is almost useless. —*R. F. Foster* [*S. O.*], "*Whist Tactics.*"

Diamonds.—One of the four suits composing a pack of cards; one of the two red suits. On German cards the corresponding symbols are bells (*Schellen*). In the original Spanish cards, from which all modern cards are derived, the symbol is *oros*, or *dinoros* (money). In Italian it is called *danari*, also meaning money. In French it is *carreaux*, or diamonds, represented the same as in English, and showing that English cards came through a French source.

Dillard, H. K. — See, "Blind Whist-Players."

Discard.—The card from another plain suit which a player puts on the round, or trick, when he is unable to follow suit and does not wish to trump. To discard, in a general way, means to throw away useless cards, but there has been method and meaning in the discard from the earliest history of the game. The ordinary rule is to discard from short or weak suits, and an especial importance attaches to the first discard, which conveys positive information to partner. In case the adversaries call for or lead trumps, or otherwise indicate great trump strength, it is customary to reverse the ordinary rule, and make your original discard from your longest or strongest suit—the one you desire partner to lead to you. Being on the defensive, it is necessary to protect your weak suits as far as possible; and it is better to discard from your long suit, in such case, as you have but little hope of bringing it in. Discards, after the first, are not intended to convey special information, but are made to suit the exigencies of the play. Here, however, it is well to explain that of late several other signals, by means of the discard, have been proposed and, to some extent, accepted, although not by authorities like "Cavendish." Such, for instance, is a new trump signal made by discarding a card at least as high as an eight, second hand, from an unplayed suit. This must be made early in the game, however, during the first three rounds of the hand. "Cavendish" says: "It is true that a brainy player, finding strength in trumps and strong plain suits with his partner, might often be induced to lead a trump in consequence of a high discard, when otherwise he would not. That is a point of judgment. The exercise of judgment is quite different from blind abandonment." Other innovations are: Complete control of a suit may be indicated by the discard of the commanding card in it, and the non-possession of the best card of a suit is shown by the discard of the second-best.

We may also add that it is but natural that in this period of great activity and change there should be found those who object to the rules of the discard as fundamentally laid down by the earliest masters of whist, and followed by all authorities ever since. In exceptional

cases, no doubt, the rules of the discard, like other rules of whist, may be profitably set aside; but that is no reason why we should abandon what in normal conditions have always been found most excellent rules. Whist geniuses may need no rules whatever, but they should not on that account throw those less gifted into chaos.

The first discard is the most important, and the information given by it must be carefully noted.—*Fisher Ames* [*L. A.*], "*Practical Guide to Whist.*"

If weak in trumps, keep guard on your adversaries' suits; if strong, throw away from them.—*Thomas Mathews* [*L. O.*], "*Advice to the Young Whist-Player,*" *1804.*

When the adversaries have declared strength in trumps, my discard (and my partner's) should convey no definite information whatever.—*W. S. Fenollosa* [*L. A.*], *Whist, April, 1893.*

Your original discard indicates your shortest suit, if trump strength is not declared against you; your longest suit, if it is. Subsequent discards have no such significance.—*R. A. Proctor* [*L. O.*].

The system of discarding most conducive to trick-taking seems to be to always discard the card that can best be spared from the player's hand.—*Milton C. Work* [*L. A. H.*], "*Whist of To-day.*"

It is dangerous to unguard an honor or to blank an ace; and, also, to discard a single card when the game is in an undeveloped state, as it exposes your weakness almost as soon as the suit is led.—"*Cavendish*" [*L. A.*].

Leads and the play of second and third hand are in most cases governed by readily understood rules, but in the discard much must be left to the whist genius of the player.—*George V. Maynard* [*L. A.*], *Whist, May, 1893.*

A player having full command of a suit, may show it to his partner by discarding the best card of it. Discarding the second best is an indication that the player has not the best; and, in general, the discard of any small card shows weakness in that suit.—*R. F. Foster* [*S. O.*], "*Complete Hoyle.*"

Discard from the weak suit if strength of trumps is with partner, and from the strong suit if the strength is with the adversaries; and that side is considered strong in trumps which remains with the mastery, no matter from which side came the original lead of trumps.—*Frederick H. Lewis* [*L. O.*], *London Field, November, 1887.*

If early in the hand (before the fourth trick) as high a card as a nine is discarded from an unplayed suit, it is generally safe to consider it a call for trumps. * * * The discard of the command indicates complete control of the suit. * * * The discard of the second best indicates no more of the suit.—*Kate Wheelock* [*L. A.*], "*Whist Rules,*" *1896.*

The long suit is or may be (after trumps) the most valuable you have, and every card of it, even the smallest, may make a trick. Hence, you must discard from a short or weak suit. * * * But if strength of trumps is declared against you, reverse the rule, and discard from your most numerous suit.—*William Pole* [*L. A+*], "*Philosophy of Whist.*"

Your partner should understand that your first or *original discard* is from your weakest suit, just as he understands that your original lead is from your strongest suit. But, as in the case of leads, you are sometimes obliged to lead from a weak suit, or to make a forced lead, so sometimes you have to make a *forced discard.*—"*Cavendish*" [*L. A.*], "*Laws and Principles of Whist.*"

The play introduced by Rufus Allen, of Milwaukee, is to discard from your strong suit if trumps are led originally, whether by partner or opponent, and from your weak suits if a plain suit is opened originally. That is to say, if no plain suit has yet been shown by any one, you discard from your best suit, or the one you want your partner to lead you; but if some one has shown a suit, you discard from the one of the other two in which you are weak, or which you do not want him to lead you.—*John T. Mitchell* [*L. A.*], "*Duplicate Whist.*"

Your original discard is from your weakest suit, the suit in which you are least likely to make a trick. It is understood, however, that this is before strength in trumps has been declared by the opponents. If partner has asked for trumps, or led them, it does not affect this rule—you still discard from your weakest suit. If the opponents have first called, or first led trumps, your first discard is from your best protected suit. When trumps are declared against you, you play a defensive game, and husband what little strength you have in your weak suits.—*C. D. P. Hamilton* [*L. A.*], "*Modern Scientific Whist.*"

The present system of discarding, as laid down by "Cavendish," is full of difficulty. It is to discard from your weak suit under ordinary circumstances, and from your best protected suit when the

strength in trumps is declared against you: *and that these should be distinctly directive to your partner* (twentieth edition, page 116). I find this system is no longer adopted by players of the first-class. They claim it is folly to betray to an enemy, who has declared superiority in trumps, the exact location of what little defensive strength you have. * * * The modern theory of the discard is: In attack, or when playing a forward game, preserve your own and your partner's suits, letting everything else go, even unguarding honors and leaving aces blank. In defense, discard from your own and your partner's suits, keeping guard on those of the adversary. The player must be particularly on his guard against drawing too rigid inferences from discards. It must be remembered that the false discard is too often a stratagem to mask a well-placed tenace.—*R. F. Foster* [*S. O.*] "*Whist Strategy*," *1894*.

The discard from the best protected suit, on adverse declaration of strength in trumps, has lately been assaulted, and has even been called an exploded fallacy. * * * The manœuvres of intelligent players, with the exception of short-suiters, tend to this: To establish a suit; then, with reasonable strength in trumps, to exhaust the opponents; and, finally, to bring in the established suit. If these tactics work successfully, or seem to give promise of a successful issue, long cards of an established suit should be religiously preserved. But it may be, and often is, in actual play, that the wary adversary counterplots and strives to obstruct the design. Then the bigger battalion will generally carry the day, and, if against, defense must be substituted for attack. The question then is, What is the best defense? When the opponent is firing off his trump artillery, and is known to have plenty of ammunition in reserve, there is no chance for the defender by ordinary methods. He must, therefore, reverse his tactics, and try to save what little he can, by protecting his weak spots, and, to revert to card language, must discard from the suit in which he is well protected, but which he cannot hope to bring in. There is another side to the shield. The man who starts the shooting may have encountered an adversary with as much ammunition as himself, or more, and who may shoot back. Then comes the trouble. Are the discards to be protective or the reverse? They become entirely a matter of judgment; and, as no rule can be laid down for judgment, the discards are often misleading. Then ensue recriminations, and the discard from strength is sneered at as an exploded fallacy. If the players who desire to explode it would only turn their attention to the fact that the first discard depends on who has the command of trumps when it is made, they would probably improve their game, and would displace the exploded fallacy fad from their imagination. Still, it has to be allowed that, under certain circumstances, the original discard is beset with difficulties. This, however, is no reason for attempting to explode a fallacy which is not a fallacy. The accepted style of discarding is consonant with sound reason; the only objection to it, and one which cannot be surmounted by introducing any other style, is that judgment is often requisite for its correct interpretation.—"*Cavendish*" [*L. A.*], *Scribner's Magazine, July, 1897*.

Discard Call.—See, "Single Discard Call."

Discard, Rotary.—See, "Rotary Discard."

Disguising the Number.—Playing a card for the purpose of deceiving as to number in suit.

Disputes About Penalties.—In this country, where whist is played chiefly for the sake of the game, disputes over the penalties prescribed by the laws are not as frequent or serious as in countries where stakes are the rule at the whist-table. One of the evils of playing for money is plainly evident in the obstinate wrangling to which it frequently leads. Drayson [L+ A+], in his "Whist Laws and Whist Decisions," says: "When disputes occur relative to penalties for offenses committed against the laws of whist, these usually come under three heads, viz.: (1) ignorance of the laws; (2) misreading or forgetting the law suitable to deal with the offense; (3) incompetency for reasoning soundly on the application of the law." General Drayson has done his share in trying to reduce these disputes to a minimum, by giving in his book upwards of one hundred and seventy-five actual cases which he has decided in the course of his thirty years' experience as an exponent of whist.

No player should object to referring a disputed question of fact to a bystander who professes himself uninterested in the result of the game and able to decide the question.—*Etiquette of Whist* (*American Code*).

No player should object to refer to a bystander who professes himself uninterested in the game, and able to decide any disputed question of facts—as to who played any particular card, whether honors were claimed though not scored, or *vice versa*, etc.—*Etiquette of Whist* (*English Code*).

The litigious player * * * is a man much given to argument and dispute. Although there are certain rules laid down for whist, yet these rules do not, and cannot, meet every variation in the game, or solve all the cases that crop up. The litigious player is perpetually starting such cases.—*A. W Drayson* [*L+A+*], "*Art of Practical Whist.*"

Domestic Rubber, The.—A rubber of whist played in the family circle, as distinguished from whist at the clubs, especially in England. In domestic whist, naturally enough, players who are not experts participate, and the *habitué* of the club is apt to find the game perplexing, if not trying to his good nature.

The game, even when mitigated by muffins, music, and the humanizing influence of woman, is inexpressibly dreary.—"*Pembridge*" [*L+O.*].

In "domestic whist" I have found it an excellent plan never to lead originally a small card of a suit in which I have neither ace nor king. It discourages an untaught partner to find you with nothing better than jack or ten when he returns your suit. The long-suit theory he does not understand, but to find you with ace or king every time he returns your suit, gives him great confidence. Having no ace or king, I lead a singleton or doubleton for a ruff. Failing in that, I lead trumps and trust to fortune.—*R. F. Foster* [*S. O.*].

Don'ts.—P. J. Tormey, the well-known Pacific coast whist enthusiast, in 1896 issued a small booklet, entitled "Whist Don'ts," in which he formulates about one hundred and fifty bits of advice, or maxims, in the following vein:

Don't ever try to undo a play at whist.

Don't try to establish two suits in one deal.

Don't touch a card while the deal is going on.

Don't ever compare scores during a match game.

Don't bother your head how the last deal worked.

Don't guess at a signal; it is better to be sure than sorry.

Don't ever lead until the preceding trick is turned and quitted.

Don't jump at every fad the "whist wiud" blows your way.

Don't ever draw a card out of your hand until it is your turn to play.

Don't try to tell all you know every time you sit down at a whist-table.

Don't hesitate to false card in trumps on your adversaries' lead of same.

Don't think you can ever get a trick back that is once lost; so don't worry over it.

Don't forget that a poor hand requires greater whist skill to play well, than a good one.

Don't hold "post-mortems" except in the "morgue;" every whist club should have one.

Don't forget we are all human and liable to err in whist as well as in other walks of life.

Don't look at the bottom or trump card before the deal is completed; if you do, a new deal can be had.

Don't cut unless you take off at least four cards or leave at least four. If you do, you have to cut again.

Don't lose sight of the fact that you should make tricks in your partner's hand as well as your own.

Don't forget that a card led out of turn must be taken back into the hand, and is not a "card liable to be called."

Don't discourage your partner if he is a beginner: if he is willing to learn, assist him. We were all beginners once.

Don't accustom yourself to saying, "It made no difference my playing so and so;" the reverse is generally nearer the mark.

Double.—In the English game, scoring five points before your opponents win three, is called a double.

The winners gain * * * a double, or game of two points, when their adversaries have scored less than three.—*Laws of Whist* (*English Code*), *Section 8.*

Double-Dummy.—Whist played by two players each having a dummy, or exposed hand, for his

partner. It is governed by the same laws as dummy (*q. v.*), except there is no misdeal, the deal being a disadvantage. The player who cuts lowest deals first, for his dummy. He also has the privilege of selecting his own seat, and usually takes the position on the right of the living player, as it is better, in case doubt should arise as to whether certain cards have been played or not, to lead up to an exposed hand than up to a concealed one.

Some players go so far as to expose all four hands upon the table, in which case the play is simply an analytical problem like a game of chess. While not in high favor with the average whist-player, double-dummy is very useful for purposes of study, and especially in working out problems like the grand Vienna coup, the Whitfeld problem, and many other whist puzzles. One of the finest double-dummy players, and constructor of double-dummy problems, was the late F. H. Lewis, who contributed a large number to the *Westminster Papers* during its eleven years of existence. W. H. Whitfeld is the best we now have.

Double-dummy is not whist, nor anything like it; it much more closely resembles chess; one is a game of inference, the other is an exact science, where the position of every card is known.—"*Pembridge*" [*L+O.*].

Neither dummy can revoke, and there are no such things as exposed cards, or cards played in error. It is very common for one player to claim that he will win a certain number of tricks, and for his adversary to admit it, and allow him to score them without playing the hand out. —*R. F. Foster* [*S. O.*], "*Complete Hoyle.*"

There is nothing in the game beyond the skillful use of the tenace position, discarding, and establishing cross-ruffs. Analysis is the mental power chiefly engaged. * * * The practice of the game is totally different from any other form of whist, and much more closely resembles chess.—*R. F. Foster* [*S. O.*], "*Complete Hoyle.*"

The best preliminary practice is double-dummy, for which no advice, rules, or judgment are necessary, which requires less memory than the ordinary game, but exercises greater analytical skill—approximating to chess, though more charming, through the variety of chance, and with the same advantage of having no partner to abuse.—*Clement Davies* [*L. A+*], "*Modern Whist.*"

The player should first carefully examine the exposed hands, and by comparing them with his own, suit by suit, should fix in his mind the cards held by his living adversary. This takes time, and in many places it is the custom to expose the four hands upon the table. Players who have better memories than their opponents object to this, for the same reason that they prefer sitting on the right of the living player [*i. e.*, in case they forget whether certain cards have been played, they prefer to lead up to an exposed hand rather than one of whose contents they are doubtful]. * * * The hands once fixed in the mind, some time should be given for a careful consideration of the best course to pursue; after which the play should proceed pretty rapidly until the last few tricks, when another problem may present itself.—*R. F. Foster* [*S. O.*], "*Complete Hoyle.*"

Double-Dummy Puzzle.—General A. W. Drayson is the originator of the following ingenious little double-dummy puzzle: Give the adversaries four by honors in every suit; give yourself and partner any of the other cards you choose; and win five by cards against them, you to have the lead. Two solutions may be found in Proctor's "How to Play Whist," as follows:

First Solution.—A holds nine, seven, five, two of diamonds; ten, nine, eight, seven, six, five, four, three, two of clubs; no spades and no hearts. B holds ten, eight, six, four, three of diamonds; ten, nine, eight, seven of spades; ten, nine, eight, seven of hearts; no clubs. Y holds king and jack of diamonds; king and jack of spades; king, jack, six, five, four, three, two of hearts, and king and jack of clubs. Z holds ace, queen of diamonds; ace, queen, six, five, four, three, two of spades; ace, queen of hearts;

and ace, queen of clubs. Z deals; diamonds are trumps, and A leads:

Tricks.	A	Y	B	Z
1	♣ 2	♣ J	3 ♢	♣ Q
2	2 ♢	J ♢	4 ♢	Q ♢
3	5 ♢	J ♠	7 ♠	2 ♠
4	♣ 3	♣ K	6 ♢	♣ A
5	7 ♢	K ♢	8 ♢	A ♢
6	9 ♢	♡ J	♡ 7	♡ A

A then brings in his clubs, Y and Z playing any cards they please, and B retains his long trump until the thirteenth trick. Proctor adds: "It is obvious that Y and Z are powerless. If Z leads diamond ace at trick three, the order of tricks three, four, and five is simply changed, but the result is the same.

Second Solution. — Clubs are trumps. A holds ten, six, five, four of clubs; ten, nine, eight, seven, six, five, four, three, two of diamonds; no hearts or spades. B holds nine, eight, seven, three, two of clubs; ten, nine, eight, seven, six, five, four, three of hearts; no diamonds or spades. Y holds ace, king of clubs; queen, jack of hearts; ace, queen of diamonds; king, jack, ten, nine, eight, six, five of spades. Z holds the queen, jack of clubs; ace, king, two of hearts; ace, queen, seven, four, three, two of spades; and king, jack of diamonds. Z deals, and A leads as follows:

Trick.	A	Y	B	Z
1	2 ♢	Q ♢	♣ 2	J ♢
2	♣ 4	♣ K	♣ 3	♣ J
3	♣ 6	♡ J	♡ 3	♡ 2
4	3 ♢	A ♢	♣ 7	K ♢
5	♣ 5	♣ A	♣ 8	♣ Q

Whether Y leads a heart or spade, A is bound to bring in his diamonds. Beginning with trick three, Proctor also gives the following alternative play :

Trick.	A	Y	B	Z
3	3 ♢	6 ♠	♣ 7	2 ♠
4	♣ 5	♣ A	♣ 8	♣ Q
5	♣ 6	8 ♠	♡ 3	3 ♠
6	4 ♢	A ♢	♣ 9	K ♢
7	♣ 10	♡ J	♡ 4	♡ 2

It does not matter, at trick five, what Y plays.

Double Echo.—An echo which indicates more than four trumps in the hand of the player making it. It is made by echoing twice after partner's signal for trumps or lead of trumps. (See, also, "Four Signal.")

Commence a trump signal or echo in every suit until completed in one, but do not begin a second signal or echo, if one was completed, unless to show great strength. This is called a double signal, or double echo.—*Kate Wheelock* [*L. A.*], "*Whist Rules.*"

Doubleton.—An original two-card suit.

Having no ace or king, I lead a singleton or *doubleton* for a ruff.—*R. F. Foster* [*S. O.*], "*Complete Hoyle.*"

Doubtful Card.—A card led by the opponent on your right which your partner may or may not be able to take. It may have been led from strength or weakness. It is well to take it, second hand, unless there be a good reason for passing it. (See, also, "Doubtful Trick.")

Passing a doubtful card is not a call for trumps, but it implies either four trumps or three good ones that had best not be broken, and is a direct intimation to partner to lead them, if he has any assistance.—*C. D. P. Hamilton* [*L. A.*].

Doubtful Trick.—A trick which your partner may or may not be able to take; a trick in which the card first led is a doubtful one, and you, having none of the suit, second hand, must decide whether to trump or discard. This depends upon the trump strength or weakness in your hand. If strong (*i.e.*, possessing at least four), you pass the trick, and thereby convey information to your partner which may cause him to lead trumps at the first opportunity.

Passing doubtful tricks is usually considered an indication of at least four trumps.—*R. F. Foster* [*S. O.*], "*Whist Strategy.*"

If you are weak in trumps they are only good for trumping, and you may use them unhesitatingly for that purpose. But if you are numerically strong in trumps, they are so valuable that you ought not to waste any on the chance of its being an unnecessary sacrifice; in this case, too, your discard from a plain suit may be advantageous to you hereafter, and may give valuable information to your partner:—*William Pole* [*L. A+*], "*Philosophy of Whist.*"

Doubt, In.—An uncomfortable frame of mind in which a player sometimes finds himself when he has not paid strict attention to the game, or when for some other reason he does not remember the fall of the cards. Hoyle's advice is: "When in doubt, win the trick."

Draw of Cards.—Players draw their cards from the centre of the table, and place them in front of themselves, to indicate how they were played, if for any reason this becomes necessary and is demanded during the play of a round or trick.

It is not allowed to draw your cards for your partner, unless he request it. The cause of this prohibition is evident; here is the boundary within which intimations are confined.—*Deschapelles* [*O.*], "*Laws.*"

Any one during the play of a trick, and before the cards have been touched for the purpose of gathering them together, may demand that the players draw their cards.—*Laws of Whist* (*American Code*), *Section 34.*

Any one during the play of a trick, or after the four cards are played, and before, but not after, they are touched for the purpose of gathering them together, may demand that the cards be placed before their respective players.—*Laws of Whist* (*English Code*), *Section 85.*

Each person in playing ought to lay his card before him; after he has done so, if either of the adverse parties mix their cards with his, his partner is entitled to demand each person to lay his card before him; but not to inquire who played any particular card.—*Edmond Hoyle* [*O.*].

Any player, before the cards are touched for the purpose of being gathered, can require each player's card to be named or placed before them. In former times, it is supposed that each player put his card in front of him instead of throwing them, as we do now, in the middle of the table. —*Charles Mossop* [*L+O.*], *Westminster Papers, April 1, 1879.*

Drayson, Alfred Wilkes.—Among the many eminent men who have brought genius and scholarship to bear upon the elucidation of whist, and who have helped to make the game a delightful study, General Drayson must ever be held in high and honored remembrance. He was born at Waltham Abbey, Essex, England, April 17, 1827, and now lives in quiet retirement at Southsea.

General Drayson's life has been an eventful one. His education was obtained in part at the Rochester Grammar School, to which he was sent at the age of eleven. After two years he was obliged to discontinue his attendance owing to a severe attack of scarlet fever. He was then taken in charge by an elder brother, a civil engineer, and with him he went on surveying expeditions, which afforded healthful outdoor exercise, returning strength and useful knowledge. After this we find him taking a three-years' course as a cadet at the Royal Military Academy, Woolwich, where,

on his examination, he duly passed, receiving a commission in the Royal Artillery. Shortly afterward he was ordered to Africa, where he arrived just in time to participate in a Kaffir war. He served ten months on the frontier, and saw much rough service. He was then ordered to the new colony of Natal, where he lived three years with the Zulus and Natal Kaffirs, and gained those experiences which enabled him to write several interesting and successful books about South Africa.

Upon the young soldier's return to England he was promoted to a captaincy, and made adjutant at Woolwich. He was next appointed instructor in surveying and practical astronomy at the Royal Military Academy, and soon after became professor at the same institution. In addition he took charge of the Royal Artillery Observatory, and instructed the officers in the various branches of astronomy. He was twice re-appointed, and served fifteen years in these positions.

In 1876 he served in India, as president of two committees for the improvement and re-armament of the various forts in Bengal; and for his valuable services he received the thanks of the government. Upon his return home he was placed in command of the Royal Artillery in British North America, with headquarters at Halifax, Nova Scotia, where he resided nearly five years. In 1882 he retired on a pension, with the rank of major-general, after thirty-eight years of service.

General Drayson's books, other than those on whist, are: "Sporting Scenes Among the Kaffres," which was published in 1858 and passed through several editions; "Tales at the Outspan," "Among the Zulus," "The Woolwich Cadet," "Experiences of a Woolwich Professor," "From Keeper to Captain," "The Diamond Hunters," "The White Chief of the Umzimvubu," etc. Among his scientific works are: "Practical Military Surveying," for many years a text-book in military colleges; "Common Sights in the Heavens," "The Cause of the Glacial Epoch," "Untrodden Ground in Astronomy," etc. He has also been a frequent contributor to the magazines and scientific journals. His discovery of the second rotation of the earth, and the true cause of the ice age, was received with incredulity twenty-five years ago, but American scientists first admitted its correctness, and to-day General Drayson's position is vindicated.

We think we have said enough to show that he was by his training, intellect, and achievements superbly equipped for the study and improvement of whist, a science in which he is universally admitted to be one of the masters. When men of his calibre and attainments seriously devote themselves to its advancement, lovers of the game may well rejoice. He began his whist studies when a child of six years. His father, a good, old-fashioned whist-player, considered that whist was a good training for the intellect, and frequently indulged the lad with a game of double-dummy as a treat. This early exercise induced a love for the game, and during his long residence at Woolwich whist of an afternoon was a frequent attraction at the Royal Artillery mess. When in India his proficiency as a player soon became known, and he was asked to write some articles on whist for the *Pioneer*. This led to the production of his splendid book, "The Art of Practical Whist," which in 1897 had passed through five editions, and which contains, among

other original suggestions, the proposed lead of the antepenultimate from suits of six, supplementing "Cavendish's" penultimate lead from five. General Drayson's improvement found favor in the United States, where N. B. Trist, in collaboration with "Cavendish," subsequently rounded out the idea by the establishment of the fourth-best principle, counting from the top of the suit down, instead of from the bottom, and showing besides number in suit also the possession of exactly three cards higher than the one led.

The "Art of Practical Whist" was published in 1879, and contained the first announcement of the antepenultimate lead. In the second edition General Drayson added some interesting suggestions on the subject of drawing the last trump. In an appendix to the third edition he announced and discussed his well-known development of the ask for trumps, which he named the "change the suit" signal (*q. v.*). In the appendix to the fourth edition, published in 1885, he added a number of suggestions for the simplification of the discard, and also a very clever and humorous description of twenty-six types of whist-players. In the fifth edition (1886), he pays attention also to the American leads, which, he personally assures us, he considers good in most cases. He is an advocate of the original lead from long suits, as a rule, but says there are exceptions. He adopts no cast-iron rules for leads, but is guided by the score, and by his partner's and adversaries' skill and perception.

Of the "Art of Practical Whist" it has been well said: "It is a safe guide to the beginner, and an instructive companion and sagacious counselor to the more expert. It is the science of common sense." His next work, "Whist Laws and Whist Decisions," appeared in 1896, and is admirably adapted for the inculcation of an accurate understanding of the laws of the game, and their proper construction and application.

General Drayson was elected an honorary member of the American Whist League, at its second congress, in 1892, and although he has not been able to attend any of the annual gatherings, he takes a warm and sympathetic interest in the League and American whist in general, as witness the following extract from a letter written by him to R. H. Weems, corresponding secretary of the organization, under date of May 25, 1896: "I am much gratified to know that systems of play which I adopted twenty-five years ago, and which fell flat in England, except among personal friends, have in America been lately appreciated. It seems to me that in England, when any novelty is brought forward, people ask, 'Who has brought this forward?' If the 'who' is not an admitted authority, the novelty is ignored. In America it is asked, 'What is the novelty?' and it is examined, and, if found to be sound, is adopted. It is progress *versus* stick-in-the-mud. I can assure you it is a very great disappointment to me to feel that in spite of all your kind suggestions, I dare not venture on a trip to Brooklyn. Rough service in South Africa and in India have taken a great deal out of me; thus having passed three-score years and ten, I am obliged to be careful. Any disturbance of my usual quiet habits sets me wrong."

General Drayson has played whist for more than sixty years, in England, France, Spain, South Africa, India, and Canada. It will

always be a regret to American players that he could not have added to his record the United States.

Drive Whist.—A method by which straight whist is played at social parties by a large number of persons, somewhat after the manner of progressive euchre. As many tables as possible are filled by the players, who select their partners for the first hand, unless the hostess prefers to do so by some other means, such as drawing lots. A stated number of hands are played, or a time is set for play to cease. The cards are shuffled and cut for every hand, which constitutes a game. Both winners and losers score all the tricks which they take, the hands being played out. The winners at each table drive the losers to another table. In some cases, partners play with each other during the entire evening; in other cases, the arrangement is preferred whereby partners change at the end of each hand. Prizes are given to the lady and gentleman making the highest score during the evening. Refreshments also form a feature of the evening's entertainment.

Whist parties where "drive" whist is played, are apt to be "bumblepuppy" parties instead, for when a lot of women meet as guests of another woman, there are sure to be some who only play for fun, and who seem to think that that precludes any knowledge of systematic play, and the great necessity of whist, silent attention. The volume of talk that comes from a whist-party would (generally) put to shame a fair or a sewing society. But for the present it is a society fad, and until society drops that and takes up something else, whist-lovers suffer and wait with what patience they may.—*Harriet Allen Anderson* [*L. A.*], *Home Magazine*, *1895*.

Duffer.—A player who is all at sea concerning the principles of the game which he is attempting, but who thinks he knows it all; a bumblepuppist (*q. v.*). "Cavendish" has formulated the following amusing satire, which he calls "The Duffer's Whist Maxims":

1. Do not confuse your mind by reading a parcel of books. Surely, you've a right to play your own game, if you like. Who are the people that wrote these books? What business have they to set up their views as superior to yours? Many of these writers lay down this rule: "Lead originally from your strongest suit;" don't you do it, unless it suits your hand. It may be good in some hands, but it doesn't follow that it should be in all. Lead a single card sometimes, or, at any rate, from your weakest suit, so as to make your little trumps when the suit is returned. By following this course in leads you will, nine times out of ten, ruin both your own and your partner's hands; but the tenth time you will perhaps make several little trumps, which would have been useless otherwise. In addition to this, if sometimes you lead from your strongest suit, and sometimes from your weakest, it puzzles the adversaries, and they never can tell what you have led from.

2. Seldom return your partner's lead; you have as many cards in your hands as he has; it is a free country, and why should you submit to his dictation? Play the suit you deem best, without regard to any preconceived theories.

It is an excellent plan to lead out first one suit and then another. This mode of play is extremely perplexing to the whole table. If you have a fancy for books, you will find this system approved by "J. C." He says: "You mystify alike your adversaries and your partner, you turn the game upside down,

reduce it to one of chance, and, in the scramble, may have as good a chance as your neighbors."

3. Especially do not return your partner's lead in trumps, for not doing so now and then turns out to be advantageous. Who knows but you may make a trump by holding it up, which you certainly cannot do if your trumps are all out. Never mind the fact that you will generally lose tricks by refusing to play your partner's game.

Whenever you succeed in making a trump by your refusal, be sure to point out to your partner how fortunate it was that you played as you did.

Perhaps your partner is a much better player than you, and he may on some former occasion, with an exceptional hand, have declined to return your lead of trumps. Make a note of this. Remind him of it if he complains of your neglecting to return his lead. It is an unanswerable argument.

4. There are a lot of rules—to which, however, you need pay no attention—about leading from sequences. What can it matter which card of a sequence you lead? The sequence cards are all of the same value, and one of them is as likely to win the trick as another. Besides, if you look at the books, you'll find the writers don't even know their own minds. They advise in some cases that you should lead the highest, in others the lowest, of the sequence; and in leading from ace, king, queen, they actually recommend you to begin with the middle card. Any person of common sense must infer from this that it don't matter which card of a sequence you lead.

5. There are also a number of rules about the play of the second, third, and fourth hands, but they are quite unworthy serious consideration. The exceptions are almost as numerous as the rules, so if you play by no rule at all you are about as likely to be right as wrong.

6. Before leading trumps, always first get rid of all the winning cards in your plain suit. You will not then be bothered by the lead after trumps are out, and you thus shift all the responsibility of mistakes on your partner. But if your partner has led a suit, be careful when you lead trumps to keep in your hand the best card of his lead. By this means, if he goes on with his suit, you are more likely to get the lead after trumps are out, which, the books say, is a great advantage.

7. Take every opportunity of playing false cards, both high and low. For by deceiving all round, you will now and then win an extra trick. It is often said, "Oh, but you deceive your partner." That is very true. But, then, as you have two adversaries and only one partner, it is obvious that by running dark you play two to one in your own favor. Besides this, it is very gratifying, when your trick succeeds, to have taken in your opponents, and to have won the applause of an ignorant gallery. If you play in a commonplace way, even your partner scarcely thanks you. Anybody could have done the same.

8. Whatever you do, never attend to the score, and don't watch the fall of the cards. There is no earthly reason for doing either of these. As for the score, your object is to make as many as you can. The game is five, but if you play to the score six or seven, small blame to you. Never mind running the risk of not getting another chance of making even five. Keep as many pictures and winning cards as you can in your hand. They are pretty to look at, and if you remain

with the best of each suit you effectually prevent the adversaries from bringing in a lot of small cards at the end of the hand. As to the fall of the cards, it is quite clear that it is of no use to watch them, for if everybody at the table is trying to deceive you, in accordance with maxim 7, the less you notice the cards they play the less you will be taken in.

9. Whenever you have ruined your hand and your partner's by playing in the way here recommended, you should always say that it "made no difference."

It sometimes happens that it has made no difference, and then your excuse is clearly valid. And it will often happen that your partner does not care to argue the point with you, in which case your remark will make it clear to everybody that you have a profound insight into the game. If, however, your partner chooses to be disagreeable, and succeeds in proving you to be utterly ignorant of the first elements of whist, stick to it that you played right, that good play will sometimes turn out unfortunately, and accuse your partner of judging by results. This will generally silence him.

10. Invariably blow up your partner at the end of every hand. It is not only a most gentlemanlike employment of spare time, but it gains you the reputation of being a first-rate player.

Duggan, George E.—An eminently successful teacher of whist, born in Hamilton, Ontario, Canada, in 1845. He played whist as a boy of eighteen, and in social circles was for many years considered a good player. In 1882, however, he began to seriously study the game, and in 1890 began his work as an instructor, in New York City. He went to Chicago during the World's Fair, and liked the city so well that he remained permanently. Many of the best whisters have been since numbered among his pupils there, both men and women. "I am satisfied," he says, "from a long and varied personal experience, and a study of the various systems that have of late sprung up like mushrooms (some points in each, like an extra course at dinner, being occasionally desirable), that there is only *one* system for regular daily diet, that of the 'master,' 'Cavendish.' So I teach it, with the occasional other pointers, as opportunity presents."

Duke of Cumberland's Famous Hand.—One of the most widely quoted and astonishing hands at whist is the famous Duke of Cumberland hand. Proctor uses it as a frontispiece to his book, "How to Play Whist," and quotes from *The Kaleidoscope* (evidently a journal published in England) a statement to the effect that the hand "was dealt to the Duke of Cumberland, as he was playing whist at the rooms at Bath," a great resort in its day for whist-players who played for heavy stakes. "Portland," in his volume of whist lore, entitled "The Whist Table," gives the hand as a striking example of how "good cards" may be "beaten by sheer bad luck." It is a veritable whist curiosity, but despite the general acceptance of the story connected with it, we seriously doubt whether the cards were dealt in actual play. We believe, with Fisher Ames, that while the bet may have been made, and the money lost, the hand itself was prepared beforehand. This does not detract from its interest, however, as a whist puzzle. The duke, it is said, lost £20,000 on the play.

The following diagram will show the play of the hand in detail. A is the hand played by the duke. The underscored card wins the trick, and the card under it is the next one led:

Tricks.	A	Y	B	Z
1	♣ 7	♣ 8	♡ 6	♣ 2
2	K ◇	3 ◇	J ◇	♣ 3
3	♣ 9	♣ 10	6 ♠	♣ 4
4	A ◇	2 ◇	Q ◇	♣ 5
5	♣ J	♣ Q	♡ 7	♣ 6
6	♣ K	♣ A	7 ♠	2 ♠
7	♡ J	10 ◇	♡ 8	♡ 2
8	♡ Q	9 ◇	8 ♠	3 ♠
9	Q ♠	8 ◇	♡ 9	♡ 3
10	♡ K	7 ◇	9 ♠	4 ♠
11	K ♠	6 ◇	♡ 10	♡ 4
12	♡ A	5 ◇	10 ♠	5 ♠
13	A ♠	4 ◇	J ♠	♡ 5

Score: A-B, 0; Y-Z, 13.

Dr. Pole gives the hand (although with a different suit for trumps, etc.) in his "Theory of Whist," as an example "to show how singularly, under extreme circumstances, the bringing in of a long suit may annihilate the most magnificent of cards," and adds: "The hand is a very remarkable whist curiosity." Of the opening lead he says: "There can be no doubt about this being the proper lead." Of Z's lead on the third round he has this to say: "The propriety of this lead is often questioned, but it is defended by the impolicy of leading either of the extremely weak plain suits, and by the lead of trumps being up to a renouncing hand, and therefore the most favorable possible. Also, by giving Y the lead again, it enables him to continue the diamond, for Z to make his small trumps upon."

The hand was probably made up, and one hand given to the duke, and on his being asked what he would lead from it, and replying that he should lead trumps, he was offered a heavy bet that he could not make a trick if he did so; and having accepted the wager, he lost accordingly. Some such story is probably connected with it, as the hand is so evidently a manufactured one.—*Fisher Ames* [*L. A.*], *Whist*, *May*, *1893*.

Dummy. — Dummy is whist played by three players, one of whom has for partner an exposed hand known as the dummy. There are several varieties of dummy, chief among which may be mentioned the English game for three players; the French game, known as "*mort*" (*q. v.*), for three or four players; and the recently imported game of "bridge" (*q. v.*).

Ordinary, or English, dummy is governed by the same laws as whist, with the following exceptions:

1. Dummy deals at the commencement of each rubber.

2. Dummy is not liable for the penalty of a revoke, as his adversaries see his hand; should he revoke, and the error not be discovered until the trick is turned and quitted, it stands good (and the hand proceeds as though the revoke had not been discovered). It should be remembered, however, that it is dummy's hand alone which is exempt from the penalty of the revoke. If this partner revokes, he is liable to the usual penalties.

3. Dummy being blind and deaf, his partner is not liable to any penalty for an error whence he can gain no advantage. Thus, he may expose some or all of his cards, or may declare that he has the game, or trick, etc., without incurring any penalty; if, however, he lead

from dummy's hand when he should lead from his own, or *vice versa*, a suit may be called from the hand which ought to have led.

There can be no doubt that dummy has been most popular in France, in its French form. Deschapelles says that in playing the game decisive strokes are in favor of the defense (*i. e.*, dummy) in the first rounds, after which the advantage gradually leans to the assailants. He therefore recommends that the defender should act with energy in the commencement, having little or nothing to hope for when the play assumes its regular course.

It is sometimes agreed that each player shall take his turn in playing with the dummy, a change being made at the end of each game. This is especially well adapted to the American game of seven points, honors not counting. Others play three rubbers, or a *tournée*, each player having dummy for a partner during one rubber. Others again agree that one player shall play with dummy continuously throughout the sitting, in which case it is usual for him to allow his adversaries one point per rubber for the advantage of playing with the exposed hand, which enables dummy's partner to ascertain the cards held collectively by the two adversaries.

Dummy is not considered the same thing as whist.—*A. W. Drayson* [*L+A+*], "*Whist Laws and Whist Decisions.*"

Frenchmen do not play whist. When they play what they call whist, it is nearly always dummy. Four form a table and one sits out.—"*Cavendish*" [*L. A.*], *Letter to Foster, 1892.*

Dummy's partner can play his cards as irregularly as he pleases, with no fear of deceiving dummy, and this is a great advantage in itself, but it is about offset by the advantage afforded the adversaries for shaping their play with regard to dummy's weakness.—*Cassius M. Paine* [*L. A.*], *Whist, November, 1892.*

It is much played in France under the name of "*le mort*," and in Germany under the name of "*der Blinde*" [the blind]; in fact, in the latter country, more especially in private society, it is preferred to whist; and it is no uncommon thing to find a fourth player cutting in in his turn, one of the players at the table, of course, being cut out for the time.—*Frederick H. Lewis* [*O.*], *The Field, February 15, 1879.*

This [dummy whist] as played in England is to me a dull game, especially so to dummy's opponents. The game is frequently over, and the cards thrown down, before the hand is half played out; and as the player with the dummy cannot deceive his partner, it is his interest always to play false cards, whereby the ordinary calculations of whist become of little use.—*James Clay* [*L. O+*], "*Treatise on the Game.*"

Writers on whist pay little or no attention to dummy. The English authors mention it only in connection with laws and decisions. No American text-book makes any allusion to the game, and there is no reference to it in the American Whist League's code of laws. Nevertheless, it is believed by many that the day is not far distant when dummy will supersede all other varieties of whist among the most expert players.—*R. F. Foster* [*S. O.*], "*Complete Hoyle,*" *1897.*

The advantage or disadvantage of playing with a dummy depends largely upon the cards in the exposed hand and the relative positions of the other cards. We think, however, that it is quite generally considered to be an advantage to play with the dummy; in fact, so great an advantage that when stakes are played for the players rotate regularly in taking the dummy. The advantage lies in the fact that the dummy's partner knows absolutely every card held by his side, and in the majority of cases he will be able to use the information to the fullest advantage. * * * If there is any time when the adversaries have an advantage it is when dummy's hand is very weak, for they then know that they have only one opponent to contend with, and keep leading up to the weak hand at every opportunity.—*Whist* [*L. A.*].

Dummy "Bridge." — See, "Bridge."

Duplicate Play.—See, "Overplay."

Duplicate Whist. — Duplicate whist is ordinary whist, with this exception: The hands are kept separate as played, and are then played

again, each side in the overplay receiving the hands previously held by their opponents. The idea is to place all the players on an equality, so far as the distribution of the cards is concerned, the element of chance being eliminated as far as possible, and the element of skill correspondingly increased. It now becomes a contest to see which side can make the most tricks out of the same hands, the losses or gains made by each being indicated on a score card or sheet provided for that purpose.

A separate pack of cards is used for each hand played, and each player's cards are kept apart by means of trays. At first, envelopes were used for this purpose, but this method was crude and unsatisfactory. Since then many different devices have been invented and put upon the market (see, "Tray, Whist"), but the one based upon the fundamental and controlling patent is known as the Kalamazoo whist tray. The object of the whist tray is to keep each player's hand separate for the duplicate or overplay; to indicate the hands which each player at a table shall have in the overplay, and to show who is the leader, each hand.

The tray is each time placed in the centre of the table, with the side marked by two stars, or some other device, turned toward some particular player, say, north. In this position an index hand in the centre of the tray points to the player who is to lead, the preceding player being, of course, the dealer. Care is taken to give each player the same number of deals or leads, by varying the direction in which the hand points on the various trays belonging to each set.

There are two methods of keeping count of the tricks won by each side during the play of a hand. One is by means of thirteen chips or checks, which are placed upon or next to the tray, one chip being taken for each trick won by the side winning it. This method of keeping count is not as satisfactory, in our estimation, as the following, originally used by James Allison (*q. v.*), in his improvement of the game: Each player places in a horizontal position before him his cards in all tricks won by himself and partner, and places crosswise the cards belonging to those tricks which are won by the adversaries. The cards are made to slightly overlap each other, after the usual manner. When all four players thus keep the count, which is soon learned and practiced without effort, they act as a check upon each other, and errors, should such be made by any player, are easily rectified.

According to the laws of the game, the trump is turned for every original deal, as in straight whist. For the overplay the trump in each hand is the same as it was in the original, and a low card of the trump suit is generally placed face up in the dealer's hand. Many players, however, prefer to declare one suit trump for the evening (see, "Declared Trump"), and some have even gone so far as to advocate a permanent trump suit, which undoubtedly would simplify the play by removing an annoyance frequently inflicted upon others by players who have short memories. The declared trump is permitted under the laws for mnemonic, or single-table, duplicate, but in other forms of duplicate the American Whist League favors the turning of trump each deal.

After the cards have been dealt, the first player places the card he wishes to lead before him, face up-

ward, usually toward the centre of the table, next to the tray. On completion of the round (the others having played likewise), he takes his card and places it face downward, and nearer to himself, on the edge of the table. After the entire deal has been played, and the results have been scored, each player takes up his cards, shuffles them slightly and then slips them, face down, into his side of the tray, under the rubber band or aperture provided for the purpose. The tray is then laid aside and another is placed on the table, with the stars pointing the same as before. The hand pointing to the leader shows which player is to deal this time, and the latter takes another deck of cards and distributes them as in ordinary whist. The cards are then played and put away, as previously; and thus any desired number of hands are played, and placed in as many trays. Each tray is numbered on the under side, for convenience in keeping the score, and in comparing corresponding results of the original and duplicate play.

Any number of tables that can be accommodated may play duplicate whist, the trays being passed from table to table, and played by each in turn; or both players and trays may be made to go from table to table, sometimes in opposite directions. Many ingenious systems of moving have been devised for this purpose. (See, "Duplicate Whist Schedules.") When only one table is played it is known as single-table or mnemonic duplicate (*q. v.*), in which each pair replays the hands previously played by the other side. This is the simplest and most obvious form of the game, but so great is the chance of remembering particular hands (even though the trays are mixed for the overplay, and the overplay itself postponed for a time), that many good players refuse to play it, and in some clubs it is entirely prohibited. John T. Mitchell endorses the remark of the late George W. Pettes, that it is not duplicate whist, but whist in duplicate; just as "Cavendish" and Drayson declare that dummy is not whist.

All whist matches in this country are now decided by duplicate play. The oldest form of such contests is, no doubt, that of team against team. Four players are usually selected to represent a club, and they play against a similar number or team from another club. It is also customary to form teams of this kind in clubs, under respective captains. Other contests at duplicate are: club against club, pair against pair, and individual matches.

In private, duplicate whist is also largely played at parties, where the host or hostess usually performs the duty of passing and caring for the trays, or looking after the players, to see that they move correctly from table to table. Prizes are usually awarded at such gatherings to the couple making the highest score. Refreshments are generally served after the play of the original hands, the duplicate play following after the intermission. (See, also, "Duplicate Whist, History of," "Laws of," etc.)

The object of duplicate whist is to supplement the general game of whist by distributing equal strength in cards to each side engaged in play.—*Cassius M. Paine* [*L. A.*], *Whist, October, 1892.*

Duplicate whist, as ordinarily played, greatly reduces, but does not entirely eliminate, the element of luck. In pairs and teams, the chance of cutting in with good or poor partners, or against good or poor opponents, is ever present. As the strength of a chain is its weakest link, so the strength of any pair or team is the play of its weakest member, and the

score of any game cannot be a fair test of the skill of all the players.—*C. E. Coffin* [*L. A.*].

We read with pride that the most intense interest in the game, and especially in the American game of whist, the duplicate system—which every year eliminates more and more the luck of hands, and reduces it more and more to a science—is extending to the remotest regions of our country, even into the mining camps, where once other games were the favorite; in the loggers' camps, "where rolls the Oregon;" and on the Sierra Nevadas, and into far-off Alaska, as far westward of San Francisco as the latter is of Boston.—*G. W. Morse* [*L. A.*], *Speech at Seventh Congress of the A. W. L., 1897.*

Every whist-player knows that when the high cards are against him it is impossible for him to take a majority of the tricks; and while there may be something in keeping down the majority of his opponents, it is nothing compared with the certainty that before the close of the game the chances will be evened up, and both sides given the same opportunities. This certainty adds zest to the contest, and makes every player bend all his energies to the game, knowing full well that if he lets opportunities slip there is no way to recover them; for there is practically no luck in duplicate whist, and therefore no going behind the returns.—*John T. Mitchell* [*L. A.*], "*Duplicate Whist.*"

So far as is possible, all influence of luck is eliminated. It is impossible, however, to take out this element entirely, and luck or chance has much to do with the result of any one match, or series of a few matches, at duplicate whist. The way the lead happens to come, the success or failure of a finesse, whether justifiable or not, the choice of one suit rather than another equally good to open, and other plays which are good in principle and judgment, may result in great differences in the result. A case came to the author's knowledge where the selection of one suit instead of another of equal or slightly higher value resulted in a gain of four tricks, the other suit being led on the overplay.—*Fisher Ames* [*L. A.*].

I am often asked, "Does *rejoué* (duplicate whist) entirely eliminate luck?" and I must say that it does not. I am confident that in a series of matches, or sittings, the best player will come out ahead in the end; but I should be very sorry to guarantee his winning every time he sat down to play, even under absolutely equal conditions as to partners and adversaries. The cards may not favor his style of game, however good it may be on general principles. I once played twelve hands up and back at the club, and held what I thought very good cards; but somehow my partner had nothing to support me, * * * and hand after hand was butchered. When the hands were played at the other table, the same fate might be supposed to await them; but the players at the other table did not believe in long suits, and never led trumps unless in doubt. The cards just suited a ruffing game, and I lost eleven points on the series. * * * You may have a bad partner for a particular hand, while the player to whom you are opposed—that is, the one with whom you are compared—has a very good one. Of course, you will have the good and he the bad one after a while, but the bad one may be with you when you have a critical hand, in which some little detail of finesse or of unblocking may make a difference of three or four tricks; whereas, when you get the good partner, the hand he plays with you may not be capable of the difference of more than one trick, however badly played. * * * I have seen a bad partner's neglect to play ace on ten led, when holding only ace and queen, to make a difference of five tricks. * * * One of the three players left in on the final round for the diamond medal, at Milwaukee, would have won in the first round but for his supposing that a very good player on his right hand had no trumps, because he did not answer a call for them which he had not seen. Of the two elements of luck—good cards and good partners—*rejoué* certainly does eliminate the first, but I do not think that any arrangement of the players would entirely do away with the last.—*R. F. Foster* [*S. O.*], "*Duplicate Whist,*" *1894.*

Duplicate Whist, History of.—Duplicate whist marks the latest and most important phase in the great evolution by which whist has become more and more a game of skill, and less a game of chance. The first marked step in this direction was the introduction of the signal for trumps, in England. This was strongly objected to at first, because it would "increase the power of good players over poor ones, already too great." If this signal was allowed, what was there to prevent the introduction of others which would enable an expert player "to determine all the more important features of his

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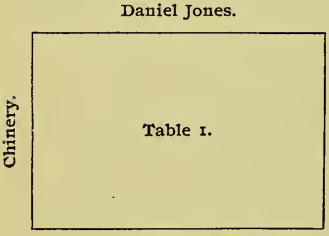
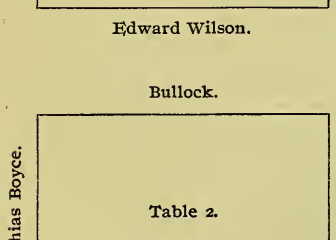
partner's hand, as if it was before him?"—prophetic words! The next movement in reducing the game to a more scientific basis was the elimination from the American play of that element of luck known as honors. Then came the American leads, to enable the partners to do the thing so dreaded by the English luck-players—to thoroughly know the value of each other's hands, and play them practically as one. Finally comes duplicate whist, to crown all, by eliminating the large element of chance which in the ordinary game attaches to the drawing of cards. Although there is still the luck of the lead (whether one suit be opened or another), as well as some other matters in which one side or another may be favored, duplicate whist may be said to practically afford a fair test as to the relative merits of whist play, and, in the long run, of the relative merits of the players themselves.

The principle of duplicate whist —that of placing the players on an equality so far as the hands are concerned—is very old. General Drayson states that in his boyhood, in playing double-dummy with his father, after the hands were dealt the distribution of the cards was recorded on a sheet of paper. After the hand was played and the result scored, the cards were sorted out and re-distributed according to the memorandum previously made, and young Drayson then took the hand first played by his father, and saw what he could make out of it. General Drayson does not mention this as at all original with his father. A primitive form of duplicate is also said to have been played in Berlin and Paris, and is mentioned by John T. Mitchell in his book on "Duplicate Whist." Foster and "Cavendish," however, after due investigation, fail to find any basis for the assertion. Certain it is that the first authentic record which we have of the employment of what may be fairly called duplicate whist is the match which was described by "Cavendish" in *Bell's Life*, London, March 6, 1857, over the signature of "Experto Credo." It was also noteworthy as his first contribution to whist literature. In his account "Cavendish" tells of an experiment made by the students of the "Little Whist School," to determine the value of skill at whist. In the course of his communication, he says: "The scheme, besides possessing the greatest simplicity, almost entirely eliminates luck. * * * In each of two separate apartments a whist-table is formed, each table being composed of two good players against two confessedly inferior ones. A hand is played at one table; the same cards are then conveyed to the other table, and the hand is played over again, the inferior players now having the cards which the good players held, the order of the hands of course being preserved. The difference in the score will manifestly be twice the advantage due to play in that hand. It is necessary, however, to bear in mind that chance is not entirely eliminated, inasmuch as bad play might, and frequently does, succeed; again, some hands offer a greater scope than others for the exercise of talent. Still, all that portion of luck (by far the largest) arising from good and bad cards, is by this method done away with."

The four good players in the historic contest were: "Cavendish," "Mogul" (Matthias Boyce), Daniel Jones (brother of "Cavendish"), and E. Wilson. The confessedly poor players were: Messrs. Bullock, Izard, Chinery (afterwards editor of the London *Times*), and

John D. Lewis (subsequently member of Parliament). Thirty-three hands were played in each room. "In room A," says "Cavendish," in his "Card-Table Talk," "the good players held very good cards, and won four rubbers out of six; in points, a balance of eighteen. In room B, the good players had, of course, the bad cards. They played seven rubbers with the same number of hands that in the other room had played six, and they won three out of the seven, losing seven points on the balance. The difference, therefore, was eleven points, or nearly a point a rubber, in favor of skill." "Cavendish" also gives the arrangement of the players at the tables, as follows:





"In this match," says Foster, "most of the principles still in use were introduced. Two of the four representing system sat north and south in one room, and their partners sat east and west in the other. The hands were dealt in one room only, and the cards were not recorded, but were kept in front of the player holding them, instead of gathering them into tricks. They were then carried into the adjoining room on little trays, and there overplayed."

There can be no doubt that this was the true beginning of duplicate whist, even though the immediate object was to find the difference between good and inferior play generally, rather than to test the comparative skill of players of equal, or nearly equal, merit, as is generally the case in duplicate whist nowadays. The experiment was commented upon by Dr. Pole, in his "Philosophy of Whist," in 1883, and subsequently also given space in the London *Field*, so that soon the attention of the entire whist world was obtained for it.

In this country, E. H. Sadler, now of Kansas City, played a duplicate game away back in the '60's, but it was duplicate double-dummy, like that enjoyed by General Drayson and his father. Mr. Sadler's method was for the leader to announce in advance how many tricks he could take; and if the dealer thought he could do better, he overbid the leader, something after the manner of "solo whist." The hands were then played according to the leader's ideas, and were afterwards replayed, the dealer taking the leader's hand to see whether he could make more out of it. Another claim for early experiments in duplicate is made by F. Sanderson, of Chicago, who states that he played it, in 1880, with George E. Smith, E. Wauklin, and others, employing the en-

velope method, each hand being placed in a receptacle, properly marked, numbered, and tied up in packages. Chips were used in counting the tricks during play.

In 1882, N. B. Trist, of New Orleans, having read about "Cavendish's" famous experiment, introduced duplicate play into the New Orleans Chess, Checker, and Whist Club. It came about in this way: The club appropriated every year a certain sum for prizes to be played for in tournaments. After one of these tournaments, the defeated contestants complained of their ill luck in the distribution of the cards, and thought their defeat was due to this fact. Mr. Trist, who was among the winners, proposed that the three other successful contestants should join him in challenging any four members of the club to play, for a special prize, twenty-four hands, which were to be overplayed. The match was played during the month of July, and the result was that Mr. Trist's team scored 321 tricks, and their opponents 303.

We come now to the first inter-club duplicate match in America, of which there is any record. It was played in West Philadelphia, Pa., in the spring of 1883, at the residence of Captain John P. Green, vice-president of the Pennsylvania Railroad. It was a match game between a team from the Saturday Night Whist Club and a team from the University of Pennsylvania. The former consisted of Messrs. J. P. Green, E. P. Townsend, J. C. Pinkerton, and Dr. Jones; the latter of Messrs. Gustavus Remak, Jr., Milton C. Work, E. A. Ballard, and J. P. Cowperthwaite. (The first three players on the University team, it may be mentioned in passing, are now members of the famous Hamilton Whist Club team.) The University team won the match by seventeen tricks.

Going back to the old world once more, to note in chronological order the events connected with the game, we find that on April 16, 1888, a duplicate match was played at Glasgow, Scotland, between teams from the Carleton and Wanderers' clubs. An account of this important contest appeared in the London *Field*, which stated that on this occasion "a new system of duplicate play," the invention of Mr. James Allison, was tested. The cards, at the commencement of each hand, were dealt in the usual manner, but in the course of play were not formed into tricks. Each player kept his thirteen cards before him till the finish of the hand, and after playing to each trick he placed his card either longwise or shortwise, to show by which side the trick had been won. This arrangement prevailed at two tables, the hands being simultaneously played. The hands, as soon as finished, were gathered up by each player and placed, backs up, on the table, the dealer leaving the trump card, face up, on top of his pack. The players then changed tables and re-played the hand, the players being reversed. A deal was only necessary every two hands, and but little more time, after some practice, was taken than in playing one hand in the ordinary way.

This certainly marked a distinct advance in the history of duplicate whist, doing away with the task of noting down or registering the various cards originally held by each player, and of re-sorting them according to the register, for the overplay. The true rise and popularity of duplicate in America also dates from the year of the Glasgow match, for among the whist enthusiasts in the city of Chicago

who read the account in the London *Field*, and were charmed with it, was John T. Mitchell, who soon set about and organized a match to be played in the same manner. It took place at the residence of Dr. Camp, in the spring of 1888, and is the first match of the kind on record in the West. The eight players participating were: John T. Mitchell, Harry and Ezra Booth, G. K. Mitchell, J. W. Mitchell, Frank Huntress, George Owen, and G. C. Aldrich. The play was so satisfactory that it resulted in the organization of the Chicago Duplicate Whist Club, which created a great furore by successively defeating half a dozen other organizations at duplicate. The matches attracted wide attention. On one occasion there were forty players on a side (at Milwaukee), and at another sitting as high as two hundred took part. Mr. Mitchell became the leading spirit in the duplicate whist movement, and soon his quick perception and ingenuity suggested notable improvements in the play, which he published in the Chicago *Globe* of December 2, 1888, and in the Chicago *Tribune* of January 20, 1889. This brought him a flood of letters from all parts of the country, and kept him more than ever busy answering inquiries. He also continued to lead his club to victory, and to advocate the new style of game until its popularity was assured. This popularity was so largely due to his efforts that his admirers named him the father of duplicate whist. The Allison system was generally adopted in this country, with the following improvements: The players were reversed prior to the commencement of the game, the players of one team sitting north and south at the first table and east and west at the second table, while the opposing four were placed east and west at the first table and north and south at the second; the hands being passed from one table to the other by means of trays or boards specially designed to hold the hands.

The invention of these trays formed still another important step in the progress of duplicate whist. The credit for this improvement largely belongs to Cassius M. Paine, to whom, jointly with James L. Sebring, a patent was granted on November 3, 1891, for the device which to-day is in universal use, and which assured the success and permanent popularity of the new form of whist.

In 1892, Mr. Mitchell published the first text-book of the game, containing a description of the various methods of play in vogue, including his own. The title of the book is "Duplicate Whist," and in 1897 a second, revised and greatly enlarged, edition, was published. Another volume, entitled "Duplicate Whist and Whist Strategy," by R. F. Foster, made its appearance in 1894. In the same year the American Whist League adopted special laws for the play of duplicate (revised at the seventh whist congress, 1897), and the game has received a large share of attention in every book on whist published since. It is now also played to some extent in conservative England, in Scotland, in Australia, in Canada, in India, and in other countries, and bids fair before long to conquer the entire whist world.

There are four varieties of competition now in common use: Club against club, team against team, pair against pair, man against man. The first is possible only where clubs are within easy reach of each other. It consists of the smaller club putting every available member into the field, and the larger selecting enough of its members to match them. I think

this system may be credited to the Milwaukee Whist Club, whose greatest achievement has been putting fifty-two of its own players into the field against fifty-two delegates from all parts of the country, and defeating them handsomely after three hours' play. The team-against-team method is the oldest, and consists in picking out four players from one club to play against four from another; or it may be that four players with a certain theory agree to try their strength against four holding contrary views. In some clubs it is a popular plan to elect two captains and allow them alternately to choose from the members until each has a team. The Commonwealth Club, of Worcester, Mass., seems to have been the first to try this at duplicate whist, in 1890. The pair-against-pair method was probably first suggested by J. T. Mitchell, of Chicago, and it is probably the most common form of the game now, as it requires only the same number of players that would be necessary to make up an ordinary whist-table. The man-against-man game is my own idea, and although, when I first proposed it several writers tried to show that it was not a fair test, time has proved that it is probably the best of all, as it is the only one in which the possibilities of combinations of players is exhausted.—*R. F. Foster* [*S. O.*], "*Duplicate Whist and Whist Strategy*," *1894*.

Duplicate Whist, Inter-Club.—Inter-club duplicate whist is the form adopted by the American Whist League for final play in team-of-four matches, the preliminary play being regulated by the Mitchell progressive system.

In inter-club duplicate, the duplicate, or overplay, of the hands is not made at the same table nor by the same players who played the original hands, but by co-partners at another table; hence, it is known as the team-of-four game. Two players of one four sit north and south at the first table; the other two take positions east and west at the second table. The east and west positions at the first table, and the north and south positions at the second table, are filled by the opposing team of four. Thus when the duplicate, or overplay, is completed, both teams have held all the hands at both tables, and each side should have taken thirteen tricks for every hand. The difference between that and the number actually taken shows the loss or gain. A diagram showing the position of the players in the forty-eight deals of the final play of team-of-four matches will be found in the article on "Challenge Trophy."

When the system is used for a larger number of players or teams from each club, the trays containing the hands are passed from table to table, so that all the players play the same deals, an average being struck for the north and south and east and west players, thus giving a basis from which to count individual gains and losses to the respective halves of each team of four.

The inter-club game may be used to advantage within clubs for tournaments between individuals, pairs, or fours. It has been the style of game played at the Chicago Whist Club almost since its very organization; and as this club is where the writer has gained most of his experience in such matters, the game which it has adopted naturally suggests itself to him as the best that has been so far devised. From eighty to one hundred players have taken part in the weekly tourney of the Chicago Whist Club for more than four years, and there is no demand for a change of style yet. When everybody wanted to play the individual game, the players had to be divided into sections in order to accommodate the schedules which it was necessary to play by; and when there were entries for pairs, teams of four, and individuals all at the same time, all were allowed to play according to their inclinations; but the game was always inter-club duplicate whist, with the exception of a few months at the start, before this satisfactory game had developed.—*John T. Mitchell* [*L. A.*], "*Duplicate Whist*," *1897*.

Duplicate Whist, Laws of.—The laws of duplicate whist were adopted at the fourth congress of the American Whist League, which was held at Philadelphia, May 22–

26, 1894. Before this there existed no regular code of rules and regulations. Since 1894 the necessity for further legislation manifested itself from time to time, and accordingly the laws underwent a thorough revision at the seventh congress, held at Put-in-Bay, in 1897. (See, "American Whist League.") The laws, as now perfected and in force, are as follows:

Duplicate whist is governed by the laws of whist, except in so far as they are modified by the following special laws:

Law A—The Game and the Score.—A game or match consists of any agreed number of deals, each of which is played once only by each player.

The contesting teams must be of the same number, but may each consist of any agreed number of pairs, one-half of which, or as near thereto as possible, sit north and south; the other half, east and west.

Every trick taken is scored, and the match is determined by a comparison of the aggregate scores won by the competing teams. In case the teams consist of an odd number of pairs, each team, in making up such aggregate, adds, as though won by it, the average score of all the pairs seated in the positions opposite to its odd pair.

Each side shall keep its own score; and it is the duty of the players at each table to compare the scores there made, and see that they correspond.

In a match between two teams, the total number of tricks shall be divided by two, and the team whose score of tricks taken exceeds such dividend wins the match by the number of tricks in excess thereof.

In a match between more than two teams, each team wins or loses, as the case may be, by the number of tricks which its aggregate score exceeds or falls short of the average score of all of the competing teams.

In taking averages, fractions are disregarded, and the nearest whole number taken, one-half counting as a whole, unless it is necessary to take the fraction into account to avoid a tie, in which case the match is scored as won by "the fraction of a trick."

Law B—Forming the Table.—Tables may be formed by cutting or by agreement.

In two-table duplicate, if the tables are formed by cutting, the four having the preference play at one table, and the next four at the other. The highest two at one table are partners with the lowest two at the other. The highest two at each table sit north and south; the lowest two, east and west.

Law C—Dealing and Misdealing.—The deal is never lost; in case of a misdeal, or of the exposure of a card during the deal, the cards must be redealt by the same player.

Law D—The Trump Card.—The trump card must be recorded, before the play begins, on a slip provided for that purpose. When the deal has been played, the slip on which the trump card has been recorded must be placed, face upwards, by the dealer, on the top of his cards; but the trump card must not be again turned until the hands are taken up for the purpose of overplaying them, at which time it must be turned and left face upwards on the tray until it is the dealer's turn to play to the first trick. The slip on which the trump card is recorded must be turned face downwards, as soon as the trump card is taken up by the dealer; if the trump card has been otherwise recorded, such record must also be then turned face downwards.

The dealer must leave the trump card face upwards on the tray until it is his turn to play to the first trick, when it should be taken into his hand. If it is not taken into the hand until after the second trick has been turned and quitted, it is liable to be called.

After it has been lawfully taken up, it must not be named; and any player thereafter naming it, or looking at the trump-slip or other record of the trump, is liable to have his highest or lowest trump called by his right-hand adversary at any time during the play of that deal, before such adversary has played to any current trick, or before the preceding trick is turned and quitted, in case it is the offender's turn to lead. The call may be repeated until the card is played, but it cannot be changed.

Law E—Irregularities in the Hands.—If a player is found to have either more or less than his correct number of cards, the course to be pursued is determined by the time at which the irregularity is discovered.

1. Where the irregularity is discovered before or during the original play of a hand:

There must be a new deal.

2. Where the irregularity is discovered when the hand is taken up for overplay, and before such overplay has begun:

The hand in which the irregularity is so discovered must be sent back to the table from which it was last received, and the error be there rectified.

3. Where such irregularity is not discovered until after the overplay has begun:

In two-table duplicate, there must be a new deal; but, in a game in which the same hands are played at more than two tables, the hands must be rectified as above, and then passed to the next table without overplay at the table at which the error was discovered, in which case, if a player had a deficiency and his adversary the corresponding surplus, each team takes the average score for that deal; if, however, his partner had the corresponding surplus, his team is given the lowest score made at any table for that deal.

In the overplay of a deal, if a trump is turned other than that recorded on the trump slip, in a game of three or more tables, the player at fault shall be given the low score for that deal; and, in single or two-table duplicate, there must be a new deal.

Law F—Playing the Cards.—Each player, when it is his turn to play, must place his card, face upwards, before him and towards the centre of the table, and allow it to remain upon the table in this position until all have played to the trick, when he must turn it over and place it face downwards, and nearer to himself, placing each successive card, as he turns it, on top of the last card previously turned by him. After he has played his card, and also after he has turned it, he must quit it by removing his hand.

A trick is turned and quitted when all four players have turned and quitted their respective cards.

The cards must be left in the order in which they were played until the scores for the deal are recorded.

Law G—Revoking.—A revoke may be claimed at any time before the last trick of the deal in which it occurs has been turned and quitted and the scores of that deal recorded, but not thereafter.

A player may ask his adversaries if they have any of the suit renounced; but the question estab-

lishes the revoke, if it is his partner who has renounced in error.

Law H—Cards Liable to be Called.—The holder of a card liable to be called can be required to play it only by his right-hand adversary; if such adversary plays without calling it, the holder may play as he pleases; if it is the holder's turn to lead, the card must be called before the preceding trick is turned and quitted, or the holder may lead as he pleases.

The unseen cards of a hand faced upon the table are not liable to be called.

Law I—Enforcing Penalties.—A player having the right to call a suit loses such right unless he announces to the adversary first winning a trick, before the trick so won by such adversary is turned and quitted, what particular suit he desires led.

A player has the right to remind his partner that it is his privilege to enforce a penalty, and also to inform him of the penalty he can enforce.

A player has the right to prevent his partner from committing any irregularity, except renouncing in error.

Single-Table or Mnemonic Duplicate.—The laws of duplicate whist govern, where applicable, except as follows:

Each player plays each deal twice, the second time playing a hand previously played by an adversary.

Instead of turning the trump, a single suit may be declared trumps for the game.

On the overplay, the cards may be gathered into tricks instead of playing them as required by Law F.

In case of the discovery of an irregularity in the hands, there must always be a new deal.

Duplicate Whist, Luck at.—While luck is eliminated in the distribution of the cards at duplicate whist (the first and greatest consideration), it still figures in the matter of playing against good or bad opponents, when reaching critical hands, at certain tables; in cutting in with good or bad partners; in opening one suit or another when both are equally strong in your own hand; and in the success or failure of a finesse or other special play at any stage of the game. The luck of the lead may be aptly illustrated by the presentation of a number of hands from actual play. Here is one which was dealt in the Providence (R. I.) Whist Club in 1895. A held two five-card suits of precisely equal strength, and it was purely a matter of chance which he would make his original lead from; but, as will be seen from the overplay, a difference of six tricks was involved. Hearts are trumps; the underscored card takes the trick, and the card under it is the next one led:

Tricks.	A	Y	B	Z
1	8 ♢	10 ♢	3 ♢	♣ 10
2	6 ♢	A ♢	5 ♢	♣ 7
3	♡ 5	♡ 7	♡ 2	♡ Q
4	♡ 6	♣ 2	♡ 3	♡ A
5	♡ J	♣ 3	♡ 8	♡ K
6	♣ 6	♣ 4	♡ 9	♡ 10
7	♣ 8	A ♠	2 ♠	J ♠
8	♣ 9	9 ♠	3 ♠	10 ♠
9	9 ♢	♣ 5	4 ♠	K ♠
10	J ♢	2 ♢	5 ♠	Q ♠
11	K ♢	4 ♢	6 ♠	8 ♠
12	♣ J	♣ Q	7 ♢	♣ A
13	♣ K	Q ♢	7 ♠	♡ 4

Score, A–B, 0; Y–Z, 13.

In the overplay, the player holding the A hand opened from the club instead of the diamond suit, and the result was quite different:

Tricks.	A	Y	B	Z
1	♣ 8	♣ 2	♡ 3	♣ 10
2	♡ 5	9 ♠	4 ♠	10 ♠
3	♣ 6	♣ 3	♡ 2	♣ 7
4	♡ 6	A ♠	3 ♠	8 ♠
5	♣ 9	♣ 4	♡ 8	♣ A
6	♡ J	2 ◇	2 ♠	J ♠
7	8 ◇	10 ◇	3 ◇	Q ♠
8	6 ◇	♡ 7	♡ 9	♡ 10
9	9 ◇	4 ◇	5 ◇	♡ A
10	♣ J	♣ 5	5 ♠	♡ K
11	J ◇	Q ◇	6 ♠	♡ Q
12	♣ K	♣ Q	7 ◇	♡ 4
13	K ◇	A ◇	7 ♠	K ♠

Score: A–B, 6; Y–Z, 7.

Clinton Collins, in *Whist* for March, 1895, describes another interesting example, as follows: "North, the original leader, had in his hand three clubs, with the queen at the head, which were trumps; the jack and deuce of hearts; the ace, jack, eight, and three of spades; and four diamonds, including the ace and queen. His partner, although north did not know it, had the king and queen of spades; the king of diamonds, with others, and also the king of hearts, as the four good cards of his hand. North had a vague feeling that on the original play the hand for their side had some way gone wrong. This, combined with the fact that he preferred not to lead from his ace-jack and ace-queen tenaces in spades and diamonds, induced him to make an irregular lead from the heart suit, which proved to be the worst thing he could possibly have done.

"North leads the jack of hearts; east, next, has but the queen and trey, and plays the queen; south has but the king and four, and covers the queen with the king; west finally takes the trick with the ace, and has left in his hand the ten, nine, eight, seven, six, and five, the six best that remain. The temptation was great to lead trumps, of which he had three, headed by the king. He does so with a small one, and hits upon a partner with six trumps in his hand, headed by ace and jack, who finesses with the jack; leads the ace; leads a third time, west taking with the king; and now, having the lead in his hand, he takes successively with hearts, the ten, nine, eight, seven, six, and five, his partner discarding all the cards in his hand except the three trumps which he lays down. The result for east and west is a slam.

"Of course, north was greatly upbraided by his partner for the jack of hearts lead, but his reasoning, that he wanted his other suits led up to, was not so bad when explained. Combined with this unfortunate lead, it required the lucky lead of trumps on the part of west, and the finesse of the ace-jack by east to fill up the cup of woe for the unfortunate ones. The gain, if I remember, was four or five on the hand."

The following hand, showing a difference of seven tricks, is reported by Fisher Ames as having been dealt at the Newton Club, with the exception of the substitution of the queen of clubs for a low one in B's hand, in order to make it a little more pointed. Hearts are trumps, and A leads:

Tricks.	A	Y	B	Z
1	♡ 2	♡ 4	♡ K	♡ 6
2	♡ 7	♡ 8	♡ A	♡ 9
3	♡ Q	♡ J	♡ 3	♡ 10
4	A ♠	2 ♠	5 ♠	♣ 2
5	K ♠	8 ♠	6 ♠	♣ 4
6	Q ♠	9 ♠	7 ♠	♣ 6
7	J ♠	10 ♠	2 ♢	♣ 7
8	4 ♠	3 ♢	7 ♢	♣ 9
9	3 ♠	6 ♢	K ♢	4 ♢
10	♣ 8	8 ♢	♣ Q	♣ 10
11	♣ 3	10 ♢	♣ A	♣ J
12	♣ 5	J ♢	♣ K	5 ♢
13	9 ♢	A ♢	♡ 5	Q ♢

Score: A–B, 13; Y–Z, 0.

"The proper lead from A's hand," says Mr. Ames, "by all the canons of whist, is the jack of spades." On the overplay, this lead was made, with the following result:

Tricks.	A	Y	B	Z
1	J ♠	2 ♠	5 ♠	♡ 6
2	♣ 3	♡ 2	♣ Q	♣ 7
3	3 ♠	8 ♠	7 ♠	♡ 9
4	♣ 5	♡ 7	♣ K	♣ 2
5	4 ♠	9 ♠	6 ♠	♡ 10
6	♣ 8	♡ J	♣ A	♣ 9
7	9 ♢	A ♢	7 ♢	2 ♢

The rest are taken by A–B, who score 6 to 7 for Y–Z. This hand cost a good pair of players a match against inferior antagonists.

Here is a hand, played at the American Whist Club in Boston, in which the play of a single card (the ten of spades) made a difference of six tricks on the overplay. Clubs are trumps, and A, as usual, is the leader:

Tricks.	A	Y	B	Z
1	♡ J	♡ 3	♡ 5	♡ A
2	7 ♠	9 ♠	A ♠	6 ♠
3	K ♠	5 ♠	2 ♠	J ♠
4	10 ♠	♡ 4	3 ♠	Q ♠
5	♣ Q	♣ K	4 ♠	8 ♠
6	3 ♢	5 ♢	2 ♢	J ♢
7	7 ♢	6 ♢	10 ♢	K ♢
8	9 ♢	A ♢	Q ♢	4 ♢
9	♡ 2	8 ♢	♣ 5	♣ 10
10	♡ 10	♡ 8	♣ 2	♡ 7
11	♣ 9	♣ 3	♣ A	♣ 4
12	♡ Q	♣ 7	♣ J	♣ 6
13	♡ K	♡ 9	♣ 8	♡ 6

Score: A–B, 6; Y–Z, 7.

The overplay of the hand resulted more favorably to another set of players, who managed it as follows:

Tricks.	A	Y	B	Z
1	♡ J	♡ 3	♡ 5	♡ A
2	10 ♠	5 ♠	3 ♠	6 ♠
3	♡ K	♡ 4	10 ♢	♡ 6
4	♡ Q	♡ 8	2 ♢	♡ 7
5	♣ Q	♣ 3	♣ 5	♣ 4
6	♣ 9	♣ 7	♣ J	♣ 6
7	3 ♢	♣ K	♣ A	♣ 10
8	K ♠	9 ♠	2 ♠	J ♠
9	♡ 10	♡ 9	Q ♢	4 ♢
10	♡ 2	5 ♢	4 ♠	8 ♠
11	7 ♠	6 ♢	A ♠	Q ♠
12	7 ♢	8 ♢	♣ 8	J ♢
13	9 ♢	A ♢	♣ 2	K ♢

Score: A–B, 12; Y–Z, 1.

"At trick two, A's play of the ten of spades, instead of seven of spades, makes the difference, or a great part of the difference, in the result," says Fisher Ames. "Although somewhat peculiar play, it was founded on a good and valid reason, to wit, a desire to win the trick, if possible, and continue the hearts. At trick three, B's play of ten of diamonds, instead of completing his call in spades, was good. The discard of the ten was as good as a call, and it was worth while to get rid of diamonds. At trick five, Y should have covered queen of clubs."

Duplicate Whist, Progressive. —A system of duplicate whist in which the trays containing the hands are passed in one direction, while the east and west players move in the other direction from table to table; sometimes also called "compass whist" (*q. v.*). It is the invention of John T. Mitchell, of Chicago, and the best description of both the system and its modifications is contained in the new edition of Mr. Mitchell's "Duplicate Whist," published in 1897 by Ihling Bros. & Everard, at Kalamazoo, Mich. Says Mr. Mitchell:

"The form of the progressive game introduced by the writer into the Chicago Whist Club in 1892 was adopted by the American Whist League for the preliminary play for the Hamilton Trophy at the congress of 1893, and has been a feature of all succeeding congresses. The number of hands to be played are divided equally among the number of tables, and the quota at each table is played before any progression takes place. When a set has been played, the east and west players move to the next higher numbered table, while the hands are passed to the next lower numbered table, and another set is played. Then the east and west players move again in the same direction as before, and the hands are passed in the opposite direction as before, and so on until a complete round of the tables has been made. The hands are passed from the first to the last table, while the east–west players move from the last table to the first. At the conclusion of the game, every east and west pair has played against every north and south pair, and every pair has played all the hands. The gain or loss to each team is computed by the average for the respective hands, which is figured by dividing the aggregate score by the number of tables.

"The above directions apply only to games in which the number of tables is odd. If the number of tables is even, after the east and west players have made half the circuit they strike the same hands that they started with. This difficulty has been very cleverly overcome by the invention of Professor A. Hadlock, of Kalamazoo, Mich., whose method is as follows: 'Divide the total number of hands to be played into two equal parts, and finish one-half before starting the other. When the east and west players get half-way round in the progression they remain for another hand, or set of hands, at the table at which they find themselves, and then pass on to the next table. This makes them finish the first half with one table yet to play. When the second half of the game begins, the east and west players move back to the table next following the one at which they played the double set, and proceed as before. When they get half-way round the second time, they find themselves at the table at which they did not play at all the first

time; and as that is where they now play a double set of hands before passing to the next table, when they get around the second time they have played an equal number of hands at each table.' Professor Hadlock's game will apply to any number of even tables; and in the case of four tables, it may be remarked, there is no change of positions between the first and second halves of the game, as at the third change the east and west players finish the first half, and are seated at the proper tables for commencing the second.

"If the number of tables is an even number not divisible by three (such as four, eight, ten, fourteen, etc.), there is another way, the invention of the writer, to get around the difficulty, as follows: Start the game exactly as described in the directions for odd tables, but divide the quota to be played at each table into two equal portions, and let the east and west players move after every half set of hands has been played, and go the round of the tables twice. The hands, however, only make the round once, and are played in exact succession by the north and south players, who play the unplayed half of the first set against the next comers; then the first half of the next set, and so on. If the number of tables is so great that only one deal can be started at each table, neither of the above methods of getting around the even-table difficulty can be adopted, in which case the skipping-one-table game invented by E. T. Baker, of Brooklyn, N. Y., comes into play. This is as follows: 'After the east and west players have gone half-way around, they skip one table and continue the progression. This brings them to the table at which they started, with one hand to play, and they play that hand against their original opponents.'

"There are two progressive 'four' games. One, also the invention of the writer, is applicable to any number of tables which divided by two brings an odd result, such as six, ten, fourteen, etc. In this game, half the north and south players move, and half the east and west players sit still. The four players move as a unit, or remain seated as a unit, the north–south players at the odd-numbered tables and the east and west at the even being the sitting fours, while the east and west at the odd and the north and south at the even are the moving fours. The hands are passed back and forth between the odd-numbered tables and the next higher, and between the even-numbered tables and the next lower (thus completing a match between the two fours at contiguous tables), and are then passed in blocks of two to the next lower two tables, while the moving fours go to the next higher two tables. At the conclusion of the game all the moving fours have played all the sitting fours, and they have both played all the hands.

"If the number of tables divided by two is even, the quota of hands to be played against each four may be halved, and the moving fours go the round of the tables twice, according to directions in the pair game. This would not do, however, in the case of twelve or twenty-four tables, as the halves of these numbers divide evenly by three.

"The other progressive 'four' game is the invention of Mr. E. C. Howell, of Boston, and was called in the programme of the fifth American whist congress, held at Minneapolis in 1895, 'Howell's modification of the John T. Mitchell

progressive system.' It provides for the playing of every four against every other four, and also for complete matches between them. In the writer's pair game no attempt is made to have the east and west co-partners of any north-south team play the same hands in duplicate against the north and south co-partners of the east-west team that started them. This is accomplished in the Howell method by the following process: 'The players move as in Mitchell's system, but the trays are carried, not to the next table, but from the middle to the head, with the others in natural order. With only three tables in play, the two systems are identical. With five tables, Howell moves the trays up two tables; with seven tables, three; with nine tables, four, and so on.'

"When the number of players engaged make an even number of tables, an extra table is put in, and during the play there are always two tables which are idle; but the hands are passed back and forth just the same as though the tables were fully occupied.

"The effect of this scheme is to bring about the overplay of the same deals by the same teams, and the score is usually counted by matches won instead of tricks gained. In case of a tie, the tricks decide.

"When both sexes participate in the game, and one sex is not opposed to the other, the ladies may sit north and east, the gentlemen west and south; and if the gentlemen move in one direction while the boards are passed in the other, each lady will meet every gentleman, either as partner or opponent. When there is time for a number of sittings, both the ladies and gentlemen may change opponents at successive games, using the individual schedules for multiples of four, and the pair schedules for other numbers, as guides in seating themselves at the commencement of each game. If one sex is opposed to the other, and the number of tables engaged divided by two brings an odd result, such as six, ten, fourteen, eighteen, etc., the game in which the sitting fours and moving fours oppose each other may be played, the ladies, of course, being the sitting fours."

Progressive duplicate whist is the generic name by which those systems of duplicate are known in which the purpose is to have as many as possible of the players meet one another during the progress of the match.—*R. F. Foster* [*S. O.*], "*Complete Hoyle.*"

John T. Mitchell, of Chicago, some years ago invented a system of play which is especially attractive for club or social purposes when twelve or more players get together for a whist sitting, or series of sittings. Mr. Mitchell gave his system a very appropriate name, viz.: progressive [duplicate] whist, as it consists of the east and west pairs all progressing, while the north and south pairs remain seated.—*Milton C. Work* [*L. A. H.*], "*Whist of To-day.*"

Duplicate Whist, Schedules for Playing.—A great deal of ingenuity and hard study has been brought to bear upon the subject of arranging and moving the players and trays at the tables for duplicate whist. Among the first to labor in this direction was Thomas C. Orndorff (*q. v.*), and although his efforts were mainly devoted to improving the manner of engaging two teams of four in matches, the results of his labors were valuable, as was attested by all who saw his method used at the first congress of the American Whist League (Milwaukee, 1891).

Others whose arrangements of schedules for duplicate play have been especially noteworthy are W. H. Whitfeld, of Cambridge, England, the noted whist analyst; Professor E. H. Moore, of the University

of Chicago, a mathematician of fine ability; A. G. Safford, of Washington, D. C., a pioneer in this line of whist development; Professor Hadlock, of Kalamazoo, Mich.; E. C. Howell, of Boston, the short-suit expert; Charles E. Coffin, author of "The Gist of Whist," and John T. Mitchell, who brought duplicate whist to the front in America. Mr. Mitchell says:

"Formulas for eight, twelve, and sixteen players were published in *Whist* of January, 1892, by Mr. A. G. Safford, of Washington, D. C., who was the first in the field with solutions of problems of this nature; but until Mr. W. H. Whitfeld came to the rescue, in 1895, I was unable to obtain a formula for any number higher than sixteen, with the exception of thirty-two. The latter I obtained in the following manner: Mr. Safford had told me if I numbered the players from one up, placing one and two against three and four, five and six against seven and eight, nine and ten against eleven and twelve, at successive tables for the first game, and for the second game placed them in numerical order down the north seats at the successive tables, back along the south seats, down again along the east or west seats, and back again to the first table along the west or east seats, and made the players take a similar course after every change, I could work out a formula. I went to work on the idea, but after countless experiments found that it would only work for eight, sixteen, and thirty-two, and it is because I found it to work for thirty-two that Mr. Whitfeld has not given us a solution for that number."

Mr. Whitfeld, although without practical experience in duplicate whist, took the matter of arranging progressive duplicate schedules up as an interesting mathematical puzzle. For individuals, he produced schedules for twelve, twenty, twenty-four, twenty-eight, thirty-six, forty, forty-eight, fifty-two, fifty-six, and sixty-four players. For teams, he produced schedules for eight, twelve, fourteen, sixteen, eighteen, and twenty, and the same are published in Mitchell's "Duplicate Whist." Other team schedules for four, six, and ten will be found therein, as well as additional schedules covering the same ground as those of Mr. Whitfeld. Professor Moore, of Chicago University, published some elaborate and highly original calculations on the subject in the *American Journal of Mathematics* (volume 18, pp. 264–303, 1896, Baltimore), and his labors are also utilized by Mr. Mitchell. Professor Moore originated what he calls a "*triple*-whist tournament arrangement," by means of which, in combination with known arrangements, he is able to construct other arrangements. "Thus," says he, "from the known arrangement of four and sixteen players I constructed for the Denver Whist Club an arrangement for sixty-four players. Again, using Mr. Whitfeld's ordinary arrangement for one hundred players, and my triple arrangement for sixteen and one hundred and sixty players, we can construct two ordinary arrangements for sixteen by one hundred, and one hundred and sixty by one hundred players, and one triple arrangement for sixteen by one hundred and sixty players."

Mr. Howell is the discoverer of Howell's law for writing schedules, by means of which it is possible to arrange the players in tournaments in a few minutes, even though there should be a large number. His method of duplicate whist for

pairs, lately completed, provides schedules for pairs from seven pairs to twenty-eight pairs inclusive, and any number of pairs can be provided for. Every pair is made to meet every other pair, and to overplay an equal number of hands with every other pair. Many regard the pair-against-pair play the most interesting form of competition.

Mr. Safford has been for several years at work upon a complete set of schedules covering what he calls the comparative system. It includes all methods of play and any number of players. Among other things, he has arranged a schedule for eight married couples, whereby no husband or wife is ever in the same set at the same time, and yet they overplay the same hands.

Schedule for Single-Table (or Mnemonic) Duplicate. — In the single-table game, each player plays each deal twice, the second time playing a hand previously played by an adversary; a single suit may be declared trump for the game, and on the overplay the cards may be gathered into tricks. (See, "Laws of Duplicate Whist.") Single-table duplicate is played by providing a pack of cards and a tray for every original deal. When the agreed number of hands have been played, the trays are turned quarter way around. If the players wish to avoid the part which the memory may play in the game, the second half, or overplay, may be postponed until a future sitting, and another game begun. If it is desired to show a record for individual play, the players may change partners after every four, six, or eight hands. This is done in accordance with the following schedule formulated by Mr. Mitchell:

	N.	S.	E.	W.
Deals 1 to 4, 6, or 8	1	2	3	4
Deals 5 to 8, 7 to 12, or 9 to 16	1	3	4	2
Deals 9 to 12, 13 to 18, or 17 to 24	1	4	2	3

Mitchell says: "Players should not try to memorize the location of cards so as to take advantage of their mnemonic ability in the play-off. It may help them to win mnemonic games, but it will not improve their whist-playing."

Coffin's Three-Table Schedule.— Charles E. Coffin has devised, and the American Whist Club of Indianapolis, Ind., has adopted, what Mr. Coffin calls the "Individual Merit Score Card," which is so arranged that each player will have each of the other players for a partner in one-third, and for an opponent in two-thirds, of the deals. The result of their play in a series of sittings must nearly, if not entirely, eliminate the element of luck, and show the true individual merit of all.

The deals are divided into three equal parts, and designated as series A, B, and C.

In series A—N. and S. are partners against E. and W.
In series B—N. and E. are partners against S. and W.
In series C—N. and W. are partners against S. and E.

North remains seated, and keeps the score. Let the score card remain on the table all the time, to avoid errors.

"Any number of deals divisible by three may be played," says Mr. Coffin. "Seven in each series is the usual number for one sitting. The average time for each deal, forward and back, is ten minutes. It will require three and a half hours, therefore, to play the twenty-one deals. If more or less are desired, change the figures on the margin of the card to correspond with number used.

"Play the original of all deals before commencing the duplicate; then resume the original positions, and overplay in same order. The deals in each series should be in irregular order.

"In clubs, or matches of more than one table, the method of 'Individual Merit' may be used in a progressive way. Let all players take precedence in order of rank in the score. The four highest take table No. 1; the next four, table No. 2, and so on to the foot table. In case of an odd number being present, the lowest players cut in with the last table according to the laws of whist. This order of seating the players is now used in many clubs, and is an extra incentive to study the game."

Mr. Coffin's score card is herewith reproduced, slightly reduced in size:

INDIVIDUAL MERIT SCORE CARD.

*Table No.*____ _____ *189*___

Deals are equally divided into Series A, B, C. Players change partners after each series.

N _____	E _____
S _____	W _____

In Original, score tricks taken by N. and S. players only. In Duplicate, score tricks taken by E. and W. players only.

Series A	North and South.		East and West.		Series A
	Tricks.	Gain.	Tricks.	Gain.	
1					1
2					2
3					3
4					4
5					5
6					6
7					7
	N. S. Gain.		E. W. Gain.		

B	Players Sitting S. and E. Change Seats.				B
8					8
9					9
10					10
11					11
12					12
13					13
14					14
	N. E. Gain.		S. W. Gain.		

C	Players Sitting S. and W. Change Seats.				C
15					15
16					16
17					17
18					18
19					19
20					20
21					21
	N. W. Gain.		S. E. Gain.		

Resume Original Positions for Overplay.

INDIVIDUAL RECORD.

The gain of one side is the loss of the other. Score the net gain or loss of each player at the end of each series.

Series.	North.		South.		East.		West.	
	Won.	Lost.	Won.	Lost.	Won.	Lost.	Won.	Lost.
A								
B								
C								
Total.								
Net								

Do not compare scores with other tables.

Schedules for Large Numbers of Individuals.—Several ingenious methods have been devised for handling large numbers of players,

especially in domestic parties, where duplicate whist is also constantly growing in favor. "Safford and Mitchell have both distinguished themselves in this line," says Foster. "The simplest form has been suggested by Mitchell, and is especially adapted for social gatherings of ladies and gentlemen."

According to Mitchell's arrangement (it may again be explained here), when both sexes participate, and one sex is not opposed to the other, the ladies may sit north and east, the gentlemen west and south; and if the gentlemen move in one direction while the boards are passed in the other, each lady will meet every gentleman, either as partner or opponent. When there is time for a number of sittings, both the ladies and gentlemen may change opponents at successive games, using the individual schedules for multiples of four, and the pair schedules for other numbers, as guides in seating themselves at the commencement of each game. If one sex is opposed to the other, and the number of tables engaged divided by two brings an odd result, as six, ten, fourteen, eighteen, etc., the game in which the sitting fours and moving fours oppose each other may be played, the ladies, of course, being the sitting fours."

Here are Mr. Mitchell's schedules for four ladies and four gentlemen; six ladies and six gentlemen; eight ladies and eight gentlemen; and sixteen ladies and sixteen gentlemen, in which ladies play once with each gentleman, and once against each lady; gentlemen once with each lady, and once against each gentleman. The ladies sit north and east; the gentlemen, south and west.

Schedule for four ladies and four gentlemen:

Game.	Table 1. N.	S.	E.	W.	Table 2. N.	S.	E.	W.
First	1	4	2	3	3	2	4	1
Second	1	2	3	4	4	3	2	1
Third	1	3	4	2	2	4	3	1
Fourth	1	1	2	2	3	3	4	4

Schedule for six ladies and six gentlemen: "If it is not desired to have the ladies play with the ladies, nor the gentlemen with the gentlemen, it takes but six evenings to make a complete circuit. Number the ladies from one to six, the gentlemen from seven to twelve, and play on the successive evenings by the following formula:

Game.	Table 1. N.	S.	E.	W.	Table 2. N.	S.	E.	W.	Table 3. N.	S.	E.	W.
First	1	10	2	11	6	9	3	12	5	8	4	7
Second	1	11	3	12	2	10	4	8	6	9	5	7
Third	1	12	4	8	3	11	5	9	2	10	6	7
Fourth	1	8	5	9	4	12	6	10	3	11	2	7
Fifth	1	9	6	10	5	8	2	11	4	12	3	7
Sixth	1	7	2	8	3	9	4	10	5	11	6	12

"The above is not a perfect formula, but it answers for the ladies' and gentlemen's progressive games.

"The following is a formula, for eight ladies and eight gentlemen, which will answer for either the ladies' and gentlemen's progressive game or for the inter-club game, the changes in the latter case being made on successive rounds or games, and no movement of players taking place during any one round or game.

Game.	Table 1. N.	S.	E.	W.	Table 2. N.	S.	E.	W.
First	1	7	2	6	5	4	3	8
Second	1	8	3	7	6	5	4	2
Third	1	2	4	8	7	6	5	3
Fourth	1	3	5	2	8	7	6	4
Fifth	1	4	6	3	2	8	7	5
Sixth	1	5	7	4	3	2	8	6
Seventh	1	6	8	5	4	3	2	7
Eighth	1	1	2	2	3	3	4	4

	Table 3.				Table 4.			
First	8	3	4	5	6	2	7	1
Second	2	4	5	6	7	3	8	1
Third	3	5	6	7	8	4	2	1
Fourth	4	6	7	8	2	5	3	1
Fifth	5	7	8	2	3	6	4	1
Sixth	6	8	2	3	4	7	5	1
Seventh	7	2	3	4	5	8	6	1
Eighth	5	5	6	6	7	7	8	8

"The last line is not in the schedule, but is necessary to complete the circuit. This is Safford's formula for eight players extended to suit the requirements.

"The ladies sit north and east, and the gentlemen south and west, or *vice versa*, each lady plays once with and once against every gentleman, once against every lady, the gentlemen *contra*."

Formula for sixteen ladies and sixteen gentlemen on the same basis:

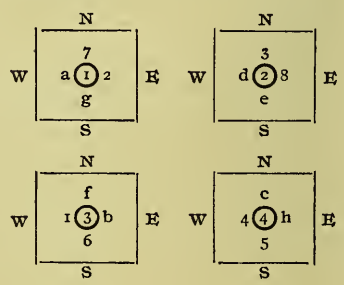
Game.	Tables 1 & 2. N.	S.	E.	W.	Tables 3 & 4. N.	S.	E.	W.
First	1	7	2	12	9	15	11	8
Second	1	8	3	13	10	16	12	9
Third	1	9	4	14	11	2	13	10
Fourth	1	10	5	15	12	3	14	11
Fifth	1	11	6	16	13	4	15	12
Sixth	1	12	7	2	14	5	16	13
Seventh	1	13	8	3	15	6	2	14
Eighth	1	14	9	4	16	7	3	15
Ninth	1	15	10	5	2	8	4	16
Tenth	1	16	11	6	3	9	5	2
Eleventh	1	2	12	7	4	10	6	3
Twelfth	1	3	13	8	5	11	7	4
Thirteenth	1	4	14	9	6	12	8	5
Fourteenth	1	5	15	10	7	13	9	6
Fifteenth	1	6	16	11	8	14	10	7

Game.	Tables 5 & 6. N.	S.	E.	W.	Tables 7 & 8. N.	S.	E.	W.
First	16	14	5	13	3	4	6	10
Second	2	15	6	14	4	5	7	11
Third	3	16	7	15	5	6	8	12
Fourth	4	2	8	16	6	7	9	13
Fifth	5	3	9	2	7	8	10	14
Sixth	6	4	10	3	8	9	11	15
Seventh	7	5	11	4	9	10	12	16
Eighth	8	6	12	5	10	11	13	2
Ninth	9	7	13	6	11	12	14	3
Tenth	10	8	14	7	12	13	15	4
Eleventh	11	9	15	8	13	14	16	5
Twelfth	12	10	16	9	14	15	2	6
Thirteenth	13	11	2	10	15	16	3	7
Fourteenth	14	12	3	11	16	2	4	8
Fifteenth	15	13	4	12	2	3	5	9

"To complete the circuit the two 1's play against the two 2's, the 3's against the 4's, and so on. Only half the figures are given, as the second half is only a repetition of the first, except that the figures are reversed. Table 1, for instance, is just as above, while table 2 would read 12, 2, 7, 1. The ladies sit north and east, the gentlemen south and west, or *vice versa*.

"In regard to figuring the 'average,' that is done simply by adding all the north and south scores together, and dividing the total by the number of tables in the game; and adding all the east and west scores, and dividing in the same manner. Of course there can be no 'average' unless there are at least three tables in the game."

Here is Mr. Safford's ingenious schedule for eight married couples, so arranged in two sets that no husband and wife are ever in the same set at the same time. When seven sets have been played every lady will have overplayed four hands against every other lady and gentleman, including four held by her husband. The same will be true of every man. Indicators are placed on the tables to show players their successive positions. The numbers represent the husbands, and the letters the wives, the couples being a–1, b–2, etc. The couples a–1 always sit still; the ladies go to the next higher letter of the alphabet, and the men to the next higher number; h going to b, as a sits still, and 8 to 2.



One hand is dealt at each table, and overplayed at each of the

others. A different point of the compass should deal at each table, in order to equalize the lead. * * * The score of each four hands should be added up by each individual player, and the results tabulated at the end of every four hands. * * * The winner is the player who loses the fewest tricks. "This," says Foster, "is the only known system for deciding whether or not a man can play whist better than his wife."

Charles S. Carter, in 1893, published an arrangement for ten ladies and ten gentlemen seated at five tables, the ladies north and east, and the gentlemen south and west, north and south playing against east and west. "By this plan," said Mr. Carter, "each lady plays with every gentleman, and each gentleman plays with every lady during the progress of the game; thus giving abundant opportunity for sociability, and for strangers to become acquainted with each other."

	Table 1.				Table 2.			
Game.	N.	S.	E.	W.	N.	S.	E.	W.
First	3	2	4	1	7	18	20	5
Second	7	6	8	5	11	2	4	9
Third	11	10	12	9	15	6	8	13
Fourth	15	14	16	13	19	10	12	17
Fifth	19	18	20	17	3	14	16	1

	Table 3.				Table 4.				Table 5.			
Game.	N.	S.	E.	W.	N.	S.	E.	W.	N.	S.	E.	W.
First	11	14	16	9	15	10	12	13	19	6	8	17
Second	15	18	20	13	19	14	16	17	3	10	12	1
Third	19	2	4	17	3	18	20	1	7	14	16	5
Fourth	3	6	8	1	7	2	4	5	11	18	20	9
Fifth	7	10	12	5	11	6	8	9	15	2	4	13

If it is desired that the ladies and gentlemen should play both with and against each other, formulas for eight, twelve, and sixteen players will be found in the January, 1892, number of *Whist*, in an article written by A. G. Safford, of Washington.

Mr. Safford's schedules were as follows:

EIGHT PLAYERS.

	Table 1.				Table 2.			
Game.	N.	S.	E.	W.	N.	S.	E.	W.
First	1	2	5	3	8	4	6	7
Second	1	3	6	4	2	5	7	8
Third	1	4	7	5	3	6	8	2
Fourth	1	5	8	6	4	7	2	3
Fifth	1	6	2	7	5	8	3	4
Sixth	1	7	3	8	6	2	4	5
Seventh	1	8	4	2	7	3	5	6

TWELVE PLAYERS.

	Table 1.				Table 2.				Table 3.			
Game.	N.	S.	E.	W.	N.	S.	E.	W.	N.	S.	E.	W.
First	1	2	6	3	12	11	7	9	10	5	8	4
Second	1	3	7	4	2	12	8	10	11	6	9	5
Third	1	4	8	5	3	2	9	11	12	7	10	6
Fourth	1	5	9	6	4	3	10	12	2	8	11	7
Fifth	1	6	10	7	5	4	11	2	3	9	12	8
Sixth	1	7	11	8	6	5	12	3	4	10	2	9
Seventh	1	8	12	9	7	6	2	4	5	11	3	10
Eighth	1	9	2	10	8	7	3	5	6	12	4	11
Ninth	1	10	3	11	9	8	4	6	7	2	5	12
Tenth	1	11	4	12	10	9	5	7	8	3	6	2
Eleventh	1	12	5	2	11	10	6	8	9	4	7	3

SIXTEEN PLAYERS.

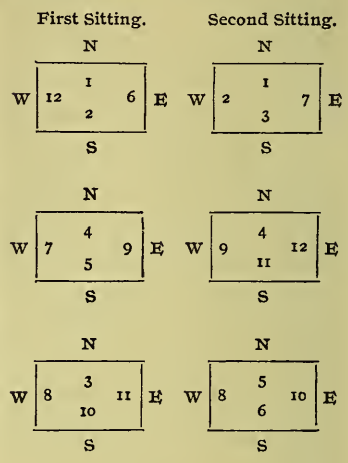
	Table 1.				Table 2.			
Game.	N.	S.	E.	W.	N.	S.	E.	W.
First	1	2	12	7	16	15	9	13
Second	1	3	13	8	2	16	10	14
Third	1	4	14	9	3	2	11	15
Fourth	1	5	15	10	4	3	12	16
Fifth	1	6	16	11	5	4	13	2
Sixth	1	7	2	12	6	5	14	3
Seventh	1	8	3	13	7	6	15	4
Eighth	1	9	4	14	8	7	16	5
Ninth	1	10	5	15	9	8	2	6
Tenth	1	11	6	16	10	9	3	7
Eleventh	1	12	7	2	11	10	4	8
Twelfth	1	13	8	3	12	11	5	9
Thirteenth	1	14	9	4	13	12	6	10
Fourteenth	1	15	10	5	14	13	7	11
Fifteenth	1	16	11	6	15	14	8	12

	Table 3.				Table 4.			
	14	6	5	3	8	11	10	4
	15	7	6	4	9	12	11	5
	16	8	7	5	10	13	12	6
	2	9	8	6	11	14	13	7
	3	10	9	7	12	15	14	8
	4	11	10	8	13	16	15	9
	5	12	11	9	14	2	16	10
	6	13	12	10	15	3	2	11
	7	14	13	11	16	4	3	12
	8	15	14	12	2	5	4	13
	9	16	15	13	3	6	5	14
	10	2	16	14	4	7	6	15
	11	3	2	15	5	8	7	16
	12	4	3	16	6	9	8	2
	13	5	4	2	7	10	9	3

A seven-table game, for ladies and gentlemen, is described in *Whist* for March, 1896, by Harry

F. Stafford, of Los Angeles, Cal., as follows: "I had seven tables. After playing the hand placed at each table, I had everybody move, and left the hand at the table. The gentlemen play north and east, the ladies south and west. I then moved the gentlemen up, the north gentlemen two tables, the east gentlemen one table; and I moved the ladies down, the south lady two tables, and the west lady one table. After playing the seven deals, it will be seen that every player has played every deal. Every gentleman has had half of the ladies for partners, and half of the gentlemen for opponents. I then changed east gentlemen with the north gentlemen, and brought on a new set of deals, and proceeded as before. At the end of fourteen deals each gentleman has played partners with each lady, and against one-half of the gentlemen twice. I got the comparative standing of each player by the averaging method. I found this method quite satisfactory, and but little confusion after the first move."

"E. R. D.," in *Whist* for February, 1897, gives the following arrangement of twelve players: In eleven sittings each player will play with the eleven others, once as partner and exactly twice as adversary. Number the players from one to twelve. The first and second sittings are as follows:



During all the eleven sittings No. 1 occupies the same position. Every other number increases by one at each successive sitting, No. 12 becoming No. 2.

Another individual schedule for twelve, arranged by Hugh McDougall, is published in *Whist* for April, 1897, as follows:

First Table.		Second Table.		Third Table.	
N. S.	E. W.	N. S.	E. W.	N. S.	E. W.
1 — 2 *vs.*	3 — 4	5 — 6 *vs.*	7 — 8	9 — 10 *vs.*	11 — 12
1 — 3 *vs.*	10 — 8	9 — 11 *vs.*	2 — 6	7 — 4 *vs.*	12 — 5
1 — 4 *vs.*	8 — 11	2 — 5 *vs.*	10 — 12	3 — 6 *vs.*	9 — 7
1 — 5 *vs.*	9 — 2	6 — 10 *vs.*	12 — 3	11 — 7 *vs.*	4 — 8
1 — 6 *vs.*	11 — 5	10 — 7 *vs.*	8 — 9	4 — 12 *vs.*	2 — 3
1 — 7 *vs.*	2 — 10	12 — 8 *vs.*	9 — 4	5 — 3 *vs.*	6 — 11
1 — 8 *vs.*	6 — 12	3 — 9 *vs.*	4 — 5	10 — 11 *vs.*	7 — 2
1 — 9 *vs.*	7 — 3	11 — 4 *vs.*	5 — 10	12 — 2 *vs.*	8 — 6
1 — 10 *vs.*	4 — 6	7 — 12 *vs.*	3 — 11	2 — 8 *vs.*	5 — 9
1 — 11 *vs.*	12 — 9	4 — 2 *vs.*	6 — 7	8 — 5 *vs.*	3 — 10
1 — 12 *vs.*	5 — 7	8 — 3 *vs.*	11 — 2	6 — 9 *vs.*	10 — 4

Note 1.—That in the eleven games each player plays one game with each of the other eleven.

Note 2.—That in the eleven rounds each player is opposed to each other player (at the same table) twice.

Note 3.—That after the tournament is completed, each player has played two games against each other player (sitting at the two other tables), whether north, east, south, or west, in the same position.

Any multiple of four hands may be played at each table to equalize the deal and the lead.

Schedules Showing Team Play, Howell Plan.—A writer in *Whist* of January, 1895, describes the Howell modification of the Mitchell plan for progressive play for teams of four, as follows: "A new method of duplicate play, devised by Edwin C. Howell, was tried on this occasion. It was completely successful, and competent judges pronounce it by far the best system ever used in a tournament for fours. It is a modification of John T. Mitchell's 'progressive' method, in which, after every round, the north and south pairs move to the next table in one direction, and the trays to the next table in the opposite direction, so that if the number of teams is odd every team eventually plays all the deals.

"From Mitchell's plan, however, the element of match play between teams, or the overplay of the same deals by the same two teams, is absent. For instance, with five teams competing, if the north and south pair of team No. 1 plays the first set of deals against the east and west pair of team No. 5, the east and west pair of team No. 1 plays the same deals, not against the north and south pair of team No. 5, as it would in match play between the two teams, but against the north and south pair of team No. 4.

"This deficiency Howell has supplied by a simple change in the manner of moving the trays. The players move as in Mitchell's system, but the trays are carried, not to the next table, but *from the middle table to the head*, with the others in natural order. With only three tables in play, the two systems are identical. With five tables, Howell moves the trays up two tables; with seven tables, three; with nine tables, four, and so on. The effect of this scheme in bringing out the overplay of the same deals by the same teams, as well as the general manner of using the system, will appear from the following illustrative schedule for five teams:

INITIAL POSITION.

	1		2		3		4		5	
1	Deals 1—4	1	Deals 5—8	2	Deals 9—12	3	Deals 13—16	4	Deals 17—20	5
	1		2		3		4		5	

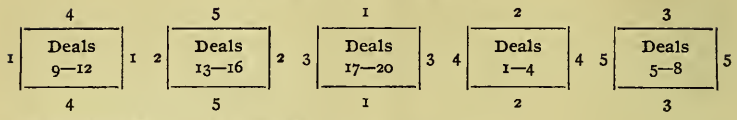
This position is merely to seat the players by teams. There is no play. The north and south pairs now move one place to the right.

FIRST PLAYING POSITION.

	5		1		2		3		4	
1	Deals 1—4	1	Deals 5—8	2	Deals 9—12	3	Deals 13—16	4	Deals 17—20	5
	5		1		2		3		4	

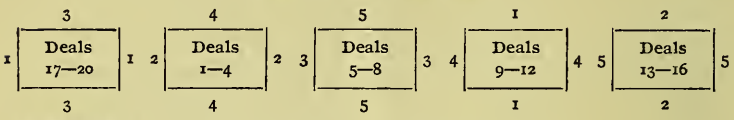
After playing the deals here indicated, the north and south pairs again move one place to the right, and the trays two places to the left.

SECOND PLAYING POSITION.



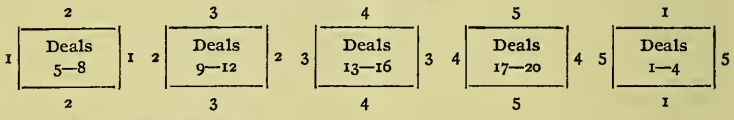
Move players and trays as before.

THIRD PLAYING POSITION.



Move as before.

FOURTH PLAYING POSITION.



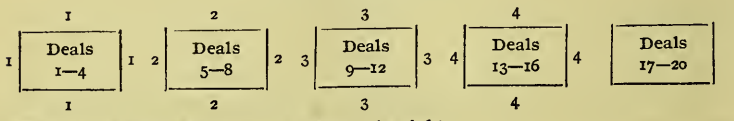
The play is thus completed.

Examination of the foregoing schedules will show that teams 1 and 2 have overplayed deals 5–8; teams 1 and 3, deals 17–20; teams 1 and 4, deals 9–12; teams 1 and 5, deals 1–4; teams 2 and 3, deals 9–12; teams 2 and 4, deals 1–4; teams 2 and 5, deals 13–16; teams 3 and 4, deals 13–16; teams 3 and 5, deals 5–8; teams 4 and 5, deals 17–20. In short, every team has played a match of four deals against every other team.

By repeating the schedule, or by playing a greater number of deals at each table, the matches between teams may be made as long as desired.

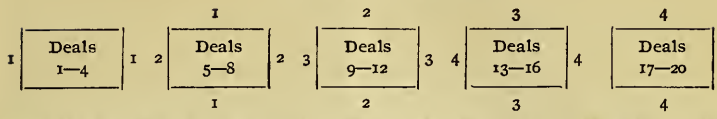
If the number of teams is even, a dummy team may be entered, or, better, an extra table may be added, and the schedule be carried out exactly as though the number of teams were odd, except that the north and south pair of one team, and the east and west pair of another, sit out during each round. This variation of Howell's formula was suggested by Walter H. Barney. It adapts the system to an even quite as well as to an odd number of teams. For example, take four teams:

INITIAL POSITION.



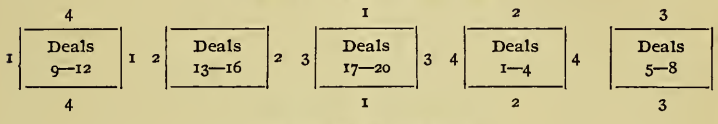
North and south pairs move one place to the right.

FIRST PLAYING POSITION.

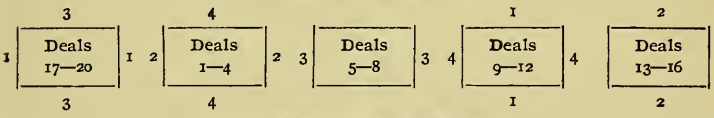


The east and west pair of team 1 and the north and south pair of team 4 sit out, and deals 1-4 and 17-20 are not in play.

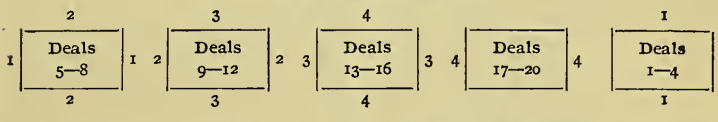
SECOND PLAYING POSITION.



THIRD PLAYING POSITION.



FOURTH PLAYING POSITION.



Examinations will again show that every team has here overplayed four deals with every other team, just as in the schedule for five teams.

Schedules of Play for Pairs, Teams of Four, etc.—A most important system is described in the July, 1897, number of *Whist*, by Charles M. Clay (*q. v.*), its originator. It is a universal system for compass matches between pairs, for multiple teams of four, or for two teams of any number, and with any number of tables whatever, though its practical limit is probably sixteen tables, on account of the time required.

When the match is between fours, each four seat themselves together at a table, then the east-west pairs move up one table before beginning play.

After each round the east-west pairs move up one table.

When the match is between two teams of more than four on a side, the visiting team seat themselves at tables 1, 3, 5, etc., and the home team at tables 2, 4, 6, etc., then the east-west pairs move up one table before beginning play. After each round the home pairs move, the visitors sitting still throughout the play.

When the match is between pairs, no preliminary arrangement is necessary.

The system of play consists in placing upon each table more than one board, and playing, each round, only one-half the boards, or, in

case of five boards, say, playing only two the first round, and the remaining three the next round. This system requires that the moving players shall make the circuit of the tables twice, so that there are always twice as many rounds as tables.

For each different number of tables it is necessary to write down in advance a simple schedule, as follows: Write in numerical order the number of rounds to be played. Beneath, in vertical lines, write the numbers of the trays, in regular numerical order, which are to be played each round. For six tables, four trays at a table, the schedule would be written thus:

1	*2*	*3*	*4*	*5*	*6*	*7*	*8*	*9*	*10*	*11*	*12*
1	3	5	7	9	11	13	15	17	19	21	23
2	4	6	8	10	12	14	16	18	20	22	24

Now place on the tables, beginning with table 1, the trays under the odd numbers first, and afterward these under the even numbers. That is, place on table 1, trays 1, 2, 5, 6; on table 2, trays 9, 10, 13, 14; on table 3, trays 17, 18, 21, 22; on table 4, trays 3, 4, 7, 8; on table 5, trays 11, 12, 15, 16; on table 6, trays 19, 20, 23, 24.

The deals are to be played in regular numerical order, except, of course, that when the last numbers occur on the same table with the first, they are to be played before the first. That is, deals 23, 24, are to be played before deals 1, 2, if they come on the same table. On the first round, deals 1 and 2, 9 and 10, 17 and 18, 3 and 4, 11 and 12, 19 and 20, are to be played at the respective tables.

If the number of trays on a table is odd, the formula varies slightly. Thus, for five tables, five trays on a table, the schedule is:

1	*2*	*3*	*4*	*5*	*6*	*7*	*8*	*9*	*10*
1	3	6	9	11	13	16	19	21	23
2	4	7	10	12	14	17	20	22	24
	5	8			15	18			25

Here, since each set of trays, being five in number, cannot be divided evenly, it is divided as nearly as possible into halves, the parts consisting of twos and threes.

First write down two, then three; then three, then two, and so on, every time alternating the order of division. The trays are placed on the several tables thus: Table 1, trays 1, 2, 6, 7, 8; table 2, trays 11, 12, 16, 17, 18; table 3, trays 21, 22, 3, 4, 5; table 4, trays 9, 10, 13, 14, 15; table 5, trays 19, 20, 23, 24, 25.

On the first round, the first two deals at each table are to be played, then the next three, and so on. On table 3, of course deals 21, 22, are to be played first.

After each round the players move up one table, *always taking with them the deals just played*, and placing them beneath the others which they find there. Of course, they are to play those which they have not played before.

In matches between fours the east-west players will meet, at the end of the first circuit, with their north-south partners. They should seat themselves at the table with them and note what boards should be played according to the schedule. These boards they may play against their north-south partners, if they wish to, but, evidently, they will not affect the result. Therefore it is better to consider these boards as played—that is, to omit playing them—and to pass on to the next table, playing there the next boards in order. When the second circuit is completed, it will be found that each team plays and overplays against each other team the same boards; also, that the same set of boards has been played by more than two teams.

Unfortunately, there is one exception to the universal application of this system. That is, in matches

between multiple teams of four, it will not work with an odd number of boards upon an even number of tables. The only cases where that would be likely to occur are eight or ten tables of three boards each.

The defect is that it makes team 1 play only two boards against team 2, but four boards against team 3. This can be obviated in either of two ways: first, by using a dummy table, as in the Howell system; second, by a device of Walter H. Barney, of putting only two boards on each table except the last, and placing upon that all the remaining boards. This necessitates, however, going round three times.

It is not necessary to place the trays according to the formulas given. They can be placed in their normal order, if preferred. The advantage of the formula is that each team plays against each other every board in consecutive order. The advantage of placing the boards on the tables in their normal order is, that the pairs sitting still play all the boards in regular numerical order, while those moving play them in reverse order, hence it is very easy to detect any mistake.

Mr. Barney has given the system much study, and has done much to perfect it, and is fully convinced of its superiority.

After the first circuit, all north players should exchange places with their south partners.

East.—The player who, in partnership with west, sits in opposition to north and south at the whist table. This designation is more especially used at duplicate whist. East is the second hand when north leads. In the more common mode of designating the players, east is represented by the letter Y.

Echo.—A response to partner's trump signal or call for trumps. The echo is made by repeating the signal, in trumps or plain suits. In other words, your partner having called, you respond by playing a higher card, followed by a lower one. The echo is only made if you hold four trumps or more, and is intended to convey that important information to partner. If you do not echo, he understands that you hold three trumps or less. Several other ways of echoing to partner's call have been devised; such as, refusing to take the trick when partner leads trumps, trumping with a higher card than necessary when taking a force, etc. Some players even go so far as to echo on a trump lead or call on the part of the adversaries; but "Cavendish," the original inventor of the echo (who announced it in 1874), declares that to echo on the adversaries' lead of trumps is a violation of the underlying principle of the echo. (See, also, "Plain-Suit Echo.")

It is important that the echo should be made at the earliest practicable moment. —*G. W. Pettes* [*L. A. P.*].

By the "echo" in a plain suit you may avoid a sacrifice of a high trump card, to make it in trumps.—*A. J. McIntosh* [*L.A.*], "*Modern Whist*," *1888.*

This echo is a most powerful aid, as it is almost certain to enable you to win an extra trick.—*A. W. Drayson* [*L+A+*], "*The Art of Practical Whist.*"

When you have four or more trumps, and your partner leads them, you "echo" in the same way, if you do not try to take the trick.—*Val. W. Starnes* [*S. O.*].

On being forced, you may "echo" by trumping in with a higher card than you subsequently play. To an adverse trump lead or "call," if yourself strong enough to "call" originally, you may likewise "echo."—*Emery Boardman* [*L+A.*], "*Winning Whist.*"

There is another echo which is made to show the possession of four trumps, irrespective of partner's lead of or call for trumps, which is made with three indifferent cards of a plain suit by playing the middle card first, the higher next, and the lower last.—*John T. Mitchell* [*L. A.*].

The echo is reported to be an extension of the signal, and is the most innocuous of the series; it does very little harm, and always amuses somebody. When the signal-man holds half the trumps and the echoer the remainder, it amuses them and does not hurt the adversary, for weight will tell wholly irrespective of conventions.—"*Pembridge*" [*L+O.*], "*Decline and Fall of Whist.*"

The "echo" signal has, like the signal for trumps, its negative as well as its positive aspect. Just as not signaling for trumps, when you have the opportunity, means that you have not more than a certain degree of strength in trumps and plain suits combined, so, not to echo the signal, if you have the chance, means that you have not more than three trumps.—*R. A. Proctor* [*L. O.*].

When your partner leads a trump or asks for trumps, if you have numerical strength in trumps, you should ask at the first opportunity. This is called the *echo of the call*, though it is made use of also in response to a lead. The advantages of the echo are manifold. Your partner, being strong in trumps, may hesitate to take a force, but your echo enables him to do so without fear, and to persevere with the trump lead.—"*Cavendish*" [*L. A.*], "*Laws and Principles of Whist.*"

The advantages of the echo are evident; if partner can count your trumps, he does not go on with an unnecessary round. The echo is usually a very simple thing, but at times it is not so easily accomplished; it should be made, however, even at some sacrifice of strength; but situations will occur—holding exactly four trumps, three high cards, and one small one—when you will lose a trick if you attempt to echo. Of course, when it is evident that loss will result, you will not echo.—*C. D. P. Hamilton* [*L. A.*], "*Modern Scientific Whist.*"

"Cavendish" was indefatigable in bringing into use the new system of improved communications. He introduced a fresh one, affecting in an important way the management of trumps. When a player resolves to lead them, it becomes very desirable for him to know to what extent his partner is able to support him. This may be seen, to some extent, by the card he returns; but in the thirst for information in the present day it cannot be waited for—it is wanted at once. Suppose, therefore, I either lead trumps, or call for them: the moment my partner sees this, if he happens to hold more than three *he also* calls for trumps, which is to be understood to communicate that fact to me. This is called the echo of the trump call. Of course, if I do not see an echo I understand he holds only three, or less. This was published by "Cavendish," in 1874.—*William Pole* [*L. A+*], "*Evolution of Whist.*"

Eight-Spot.—A low card, which ranks seventh in the pack; often spoken of as the middle card, as there are six higher and six lower ones than it. It is led only as a fourth-best card in the American leads, and as a low card in the old-leads system. In the Howell (short-suit) system the lead of the eight, seven, or six indicates the ruffing game, with generally not more than two in suit, and none higher than the card led.

Eldest Hand.—The player to the left of the dealer; the one who makes the opening lead.

Eleven Rule.—A rule formulated by R. F. Foster, and first published in his "Whist Manual," in 1889. It is applicable to the fourth-best lead, and shows the exact number of cards in the suit higher than the one led. This is done by deducting from eleven the number of pips, or spots, on the card led; the remainder shows the number of cards in the suit against the leader higher than the one led. For instance: The seven is led; if the pips on it are deducted from eleven the remainder will be four, which is the number of cards, higher than the one led, which are out against the leader. Those not in his partner's hand must be held by the adversaries. The same rule may be applied to the second round of a suit, if the leader follows a high card with the fourth best.

This is a simple and useful rule, applicable when a fourth-best card is led.—*C. D. P. Hamilton* [*L. A.*].

The latest whist novelty is the eleven rule, the object of which is to give a simple method by which the number of cards superior to the fourth best led that are

out against the leader may be quickly ascertained. This is accomplished by deducting the number of pips on the fourth-best card from eleven, the remainder being the number of the higher cards. This has been derisively called playing whist by arithmetic. The eleven rule was first worked out by Mr. R. F. Foster, of New York, who, however, did not divulge it, except to his pupils; it was afterward independently discovered by Mr. E. F. M. Benecke, of Oxford, England, and given to the public in the *Field* of January 4, 1890.—*N. B. Trist* [*L. A.*], *Harper's Magazine, March, 1891.*

In the natural order of denominations the ace, or one-spot, would be low and the numeral equivalents [in a suit] would range from one to thirteen, but the anomaly of regarding the ace high makes the range of numeral equivalents two to fourteen, hence fourteen is the base number [of the rule]. When a player leads his fourth-best card, the numeral denomination of that card deducted from fourteen will give the whole number of intervening cards. As the leader is known to remain with three of the intervening cards, it is possible to determine at once how many are held by the remaining players. The process is shortened by first deducting the three higher cards known to be in the leader's hand from fourteen, and then using eleven as the base. The difference between eleven and the denomination of the card led tells at once how many intervening cards are held by the three other players.—*Whist* [*L. A.*], *November, 1893.*

Eleventh Card.—The master card of three remaining ones in a suit when ten have been played.

The eleventh, so called because it is the best of three remaining of the suit, is sometimes a power, if you know that the other two are divided between the opponents.—*G. W. Pettes* [*L. A. P.*], "*American Whist Illustrated.*"

The eleventh card is the best one of the remaining three of a suit, and can be led to advantage if you know the location of the other two: (*a*) If they are divided between the two opponents, you can give your partner an opportunity to trump or discard to advantage. (*b*) If the two are with your left opponent, you can force a trump from right opponent and make him lead to your own or partner's advantage. (*c*) If the two are on the right, you force a trump from left, and partner may discard or overtrump to advantage.—*C. E. Coffin* [*L. A.*], "*The Gist of Whist.*"

Elliott, Eugene S.—The founder and first president of the American Whist League, was born in Vermilion county, Illinois, August 13, 1842. He entered Dartmouth College in September, 1861, and was to have graduated with the class of '65, but caught the war fever, and, with eighty other students, mostly from Dartmouth and the Norwich Military Academy, he enlisted in Company B, Seventh Squadron, Rhode Island Cavalry. After being mustered out at the close of the war, he engaged for a time in business pursuits, and then studied law, being admitted to the bar of Milwaukee county in 1876. He was elected city attorney of the city of Milwaukee in 1886; was renominated by both the Republican and Democratic parties, and re-elected in 1888; was renominated by his party (the Republican) in 1890, but was defeated with the rest of the ticket upon the Bennett law issue, which was construed as an attempt to interfere with parochial and other separate schools. Mr. Elliott's party claimed that it was the duty of the State to provide every child with such an education in the English language as should enable him to adequately perform the duties of citizenship.

Since 1890 he has held no salaried office, but has continued to be actively engaged in the practice of his profession. He has retained his interest in politics, however, and usually takes an active part in campaigns as a stump speaker. He was a delegate-at-large from Wisconsin to the Republican National Convention at St. Louis, which nominated William McKinley for the presidency. He has also for years taken an active part in Masonry, being past grand master of his State, and past grand commander of the Knights Templar of Wisconsin.

Mr. Elliott knew nothing about whist until after the organization of the club now known as the Milwaukee Whist Club, but had always been fond of chess, which he began to play at the age of ten years, attaining to great proficiency. He had been instrumental in organizing several chess clubs at various times, without achieving for them any permanent existence, but in September, 1875, he made one more effort. He proposed to his brother, Theodore B. Elliott (now deceased), then a lawyer of high standing at the Milwaukee bar, and to Rufus B. Allen (both of whom were fond of euchre), that they should assist in the organization of a chess club, in which card-playing was also to be permitted as an inducement. To this they assented, and the Milwaukee Chess Club was the result. Mr. Elliott was chairman of the first meeting, and the club was organized with ex-Attorney-General Winfield Smith as president; James G. Jenkins, now United States circuit judge, was the second presiding officer, and Mr. Elliott the third. The game of euchre soon gave way to whist, which was introduced to the club by Mr. Allen, and soon also supplanted chess.

In 1878 Mr. Elliott removed to St. Louis, with the intention of permanently locating there. He remained and practiced his profession about eighteen months, when he returned to Milwaukee. During his absence the play of chess had fallen into great decay, and the members of the club changed its name to the Milwaukee Whist Club, play being restricted to whist and chess under the rules; but, in fact, whist alone has ever since held sway. Thus Mr. Elliott became a whist-player by force of circumstances, to the joy and benefit of all lovers of whist in America, for, with his accustomed energy, he now began to work for the advancement of the greatest of all games. He offered the resolution which was passed by the Milwaukee Whist Club in September, 1890, for the appointment of a committee to consider the feasibility of holding a whist congress. He was appointed chairman of the committee; was made temporary and afterwards permanent chairman of the first congress, and was honored by being chosen as the first president of the American Whist League, which was formally organized at the congress held at Milwaukee, in 1891. (See, "American Whist League.") "His judicial temperament," said C. S. Boutcher, in describing him at this congress, "eminently fits him for a presiding officer. Cool, diplomatic, impartial, firm, he directs a convention so that harmony prevails and business progresses. The delegates to the congress were by no means a unit in their views on whist, and the conduct of its affairs. The avoidance of dissension, and the success of the congress, were largely due to the breadth and scope shown by Eugene S. Elliott in the direction of its proceedings."

This was the universal estimate, and succeeding congresses insisted upon keeping him at the helm, until at the fourth congress he positively declined further re-election.

In a letter received from him, Mr. Elliott speaks thus modestly of his own abilities as a player: "While extremely fond of the game, and appreciating its many beauties, I have never regarded myself as an expert, nor entitled to claim rank among players of the first force. If I had begun the study of whist at as early an age as I began to play chess, it is possible

that I might have attained higher rank; but I began too late to obtain what a first-class player must have, a perfect whist memory and correct intuitive inference from the fall of the cards."

While he has given the game much time and study, he has never allowed it to supplant more serious duties. He finds it, however, a great solace when professional cares have wearied the mind, and a pleasant relief from those responsibilities which his profession imposes upon the busy lawyer.

Emblems, Whist. — Devices which are selected by clubs or other organizations as their distinctive marks, or badges. Thus, the emblem of the American Whist League is the ace of clubs, with the letters "A. W. L." inscribed on the lobes. The emblem of the Woman's Whist League is the ace of diamonds with the letters "W. W. L." incribed on it.

In a certain sense, playing cards employed at whist and other games are said to have some emblematic significance, each card in accordance with the picture or representation which it contains.

England, Whist in. — Short whist, or the game of five points, honors counting, is the whist of England, and stakes are played for, as a rule, at the clubs and in private. The element of chance in short whist is so large that it is admirably adapted for quick play, and the rapid consummation of bets, which are also freely made upon each game, or the rubber, as the case may be. This love of play for gain (or loss) seems ingrained in the British whist-player, and dates from the very beginning of whist. It is customary for those who frown upon gambling to draw a fine distinction between that vice and the playing of whist for stakes, the universal plea being that it lends additional interest to the game, and that the stakes are small and insignificant in themselves. And yet we know, as a matter of fact, that when men once begin to play for money, and the gambling instinct is thoroughly aroused, bets and stakes may become quite important. Instances are on record in England, where thousands of pounds have been lost on a single rubber; £25,000 at a single sitting; and in one case, it is said, as high as £20,000 was lost on a single hand! (See, "Gambling.") We are aware that gambling is as prevalent in America as elsewhere, and have no right, therefore, to assume a higher virtue for our people on that account; but it certainly does seem fortunate that gambling has been thoroughly eliminated from whist, which is thus made a home game and a pure game, such as may safely be recommended to the young, without fear of demoralizing influences. When whist is played for money in America, it is played by those who play for money at whatever game they undertake. Such men are at once classed as gamblers. As a rule, however, they find the American seven-point game without honors less suited to their purpose than draw-poker, or other games of chance.

Whist is sometimes played for "love" in England (*i. e.*, without stakes), and duplicate whist is also played to some extent; but so long as the five-point game (with honors counting greatly in excess of what they should) prevails there, any game, except that which Englishmen are accustomed to, will be found rather dull. English conservatism will make a change from the five-point game a difficult mat-

ter, but, if the step should ever be retraced which was taken in 1785, or thereabouts, when long whist was cut in two by the gambling fraternity to accelerate their bets (see, "Short Whist," and "Peterborough, Lord"), there can be no doubt but the English people as a whole would rejoice, as did the people of this country when American whist was placed upon a higher plane.

Although this is a consummation devoutly to be wished, the outlook for whist is said to be rather gloomy in England at the present writing (1897). The gambling spirit so assiduously fostered by playing for stakes seems to have broken through all restraints, and to have developed into a mania for "bridge" (*q. v.*), to the disgust of all true lovers of whist. It cannot be that the craze will last, but in the meanwhile genuine whist seems to be under a cloud at the London clubs. As regards whist play in other parts of England, we are informed by a correspondent, writing under date of September 4, 1897, that during the winter there is a good deal of whist in the club at Bath, in that at Bournemouth, and in the new club at Cheltenham. Bath is the winter resort for those suffering from rheumatism; Bournemouth, for weak chests, and Cheltenham, for hunting men and those who are fond of gay society. There are some good players among the residents of each place, and their ranks are often recruited from London and elsewhere. "Very good whist and piquet," says our correspondent, "used to prevail in the Union Club at Brighton, but it has fallen off during recent years. Sir Richard Rennie is one of their most trustworthy players at both games. An excellent rubber can still be found at the Sussex Club, Eastbourne, but there, too, death and old age have made gaps among the players. There is good whist, also, at Southsea. During the autumn season a good deal of whist, chiefly by visitors, is played at Scarborough, Harrowgate, and Buxton. In one August, three or four years ago, no less than eleven members of the Baldwin Club, in London, might have been seen playing in the cardroom of the club at Harrowgate. Whist can be obtained in the club at Great Malvern, where Major Wintour is their chief performer. Also, at Leamington, Exeter, and Exmouth. The Marquis of Drogheda plays at the last-named place. He excels at piquet rather than at whist."

(See, also, "American and English Laws," "American Game," "International Match," "Laws of Whist," and "Whist Clubs.")

The English play a game of chance. They trust to "honors" for a large part of their success. They play a short game, and a smart tell-tale game, for a purpose. Brilliant play with them is very occasional.—*G. W. Pettes* [*L. A. P.*], "*American Whist Illustrated.*"

It will cause Americans to smile when they learn that in a late issue of the London *Field* an advertisement appeared, as follows:

"Whist enthusiast desires to meet with others who have mastered book play, and will meet frequently and regularly for practice, without stakes or bets.

"D. G. H."

Just fancy what this means—that in the great metropolis of London a poor, lonesome whist-player desires to meet with others who do not scorn later-day developments and progress. I pity the poor Englishman. If he would emigrate to this great and glorious country, and take up his residence in any little town of 10,000 or more people, he will find the associates he seeks without advertising in a paper of the *Field's* standing. This recalls to my mind what "Cavendish" told me when he first visited this country in 1893. The day of his arrival had been publicly announced, and the whist-players of this city knew that he was to be my guest. They called quite constantly to

pay their respects to the great whist author, and every day and for many hours we played whist. "Cavendish" thought I had previously arranged for him to meet the best players in this vicinity, and it was almost an impossibility for him to believe that such was not the case, and that he was simply meeting the general run of players. It was a revelation to him, because the average of play here was so much higher than he was accustomed to at home that he thought, and naturally, that the best players had been selected to meet him. It has been, and still is, the exception for him, to get three other good whist-players at the whist table in England. He very soon found that it was the exception to have any but four very good players at the whist table in America. I have heard that since his return to England he informs his countrymen that they have been distanced in the race, and that if they want to play whist well and intelligently they will have to do as we have done--study the game in all its phases, and not, as has been their custom, to consider it merely a game of chance, the main object being to win the other fellow's money.—*R. H. Weems* [*L. A.*], *Brooklyn Eagle*, *1897*.

There can be little question that whist in England to-day does not occupy the position that it does in this country, and the reason for it is self-evident. It is the duplicate feature that has caused the game to attain the height of popularity that it has now reached in almost every American city. The Englishman is too conservative to adopt this, and too fond of his stake to play straight whist for the love of the game. There are many games of cards admirably suited for those who play for the sake of the stake, not for the science of the game. Whist, however, cannot be numbered in that category. Until the Englishman changes his habits, therefore, the outlook for whist in the British Isles is far from bright. As for an international match with England, that under the circumstances seems absolutely hopeless. The writer consulted with Mr. Jones and others on the subject, but when confronted with the condition of the game in England, he realized how futile were any schemes he had to propose looking to the accomplishment of this long-wished-for game. If the American Whist League wishes to win the international honors it will have to look for them elsewhere. There is at present no possibility of such an event being arranged with any of the members of the London clubs. The average Englishman regards a man who will play a game of cards for the love of the game and the honor of victory as a sort of *rara avis* to be more or less pitied—a kind of dime museum freak. One fine old barrister, a gentleman from the top of his high silk hat to the rather heavy sole of a large-sized and ill-fitting shoe, in talking over American whist with the writer, asked, as a matter of curiosity, how many nights, on an average, an American whist expert would devote to the game. Upon his query being answered as accurately as its general character permitted, he in an absolutely dumfounded manner inquired whether all play was without a stake. Being assured that this was so beyond a doubt, he lifted his hands in horror and said: "And yet you tell me you have no leisure class in America; verily, men that you say are busy must have much valuable time to waste." This man was a typical English whist-player, and he honestly thought that he was fond of the game.—*Milton C. Work* [*L. A. H.*], *Philadelphia Telegraph*, *1896*.

English Code.—See, "Laws of Whist."

English Whist Clubs. — See, "Whist Clubs."

Entry and Re-Entry.—The laws of entry and re-entry to the whist table in the English code (sections 21 – 25) provide as follows: A player wishing to enter a table must declare his intention before any of the players have cut a card; those who have neither belonged to nor played at any other table have the prior right of entry; a player, with consent of the other three players, may appoint a substitute during a rubber; a player cutting into one table, while belonging to another, loses his right of re-entry into the latter; if anyone break up a table, the remaining players have the prior right to him of entry into any other.

To entitle one to enter a table, he must declare his intention to do so, before any one of the players has cut for the purpose of commencing a new game, or of cutting out.—*Laws of Whist* (*American Code*), *Section 6*.

Equal Cards. — Cards of equal value, in sequence originally, or after intermediate cards have been

played. For instance, ace and king of the same suit, held in the same hand, are of equal value. The ten and eight spot are of equal value when the nine has been played.

Equivocal Card.—See, "Doubtful Card."

Error, Cards Played in.—Cards are played in error when they are played contrary to the rules; as, for instance, playing out of turn, revoking, etc. The English code (sections 67–70) provides that if the third hand plays before the second, the fourth hand may play before his partner; should the fourth hand play out of turn, he may be required to win or not win the trick; if any one omits to play to a trick, and the error is not discovered until he has played to the next, the adversaries may claim a new deal; if any one plays two cards to the same trick, or mixes his trump or other card with a trick, and it is not discovered until the hand is played, he is answerable for all subsequent revokes he may have made.

The American code (sections 24–26) provides that if a player leads out of turn, a suit may be called from him or his partner the first time it is the turn of either to lead, the suit to be called by the right-hand adversary; but if the player has none of the suit, or if all have played to the false lead, no penalty can be enforced; and if all have not played to the false lead, the cards erroneously played may be taken back, and are not liable to be called. The penalties for playing out of turn by third and fourth hands are precisely the same as in the English code, above stated.

Errors.—Mistakes made in play. Pole calls attention to several kinds, differing much in their importance. Errors of form—infractions of the book rules—such as leading wrongly, playing false cards, not returning trumps, etc., are culpable, and ought to be reproved. Errors of observation or memory—neglecting to take advantage of the fall of the cards, and playing badly in consequence—should be viewed more leniently. Or, having duly observed, a player may play disadvantageously. This is an error of judgment, and is still more excusable. Even good players are liable to such errors, and it has been said of whist-players, as Napoleon said of his generals, "Those are the best who make the fewest blunders." Clay sometimes declared that he won more by his adversaries' mistakes than by his own skill.

Not carrying out original plans is one of the most fatal errors in whist. Having determined to play a certain suit, play it to the end. Having determined to get out the trumps to defend it, get them out. Having established a cross-ruff, keep it going. Having decided to weaken an adversary by forcing him, keep at it until he is harmless. * * * Don't let the adversaries frighten you out of your game, either by false cards or false signals.—*R. F. Foster* [*S. O.*], "*Whist Tactics.*"

Establish.—To establish a suit is to exhaust the best cards in it which are against you, thereby obtaining complete command of it.

Established Suit.—A suit in which you are prepared to take all the tricks, bar trumping. Your adversaries' and partner's hands having been cleared of all commanding cards in them, you hold the best, or all the rest, and as soon as trumps are out of the way, and you have the lead, you are in a position to bring it in; *i. e.*, to make tricks with all the cards. This is the essence of the long-suit game (*q. v.*). A suit may also be said to be established, so far as results are

concerned, when you and your partner are able to take all the tricks in it.

With an established suit, and a card of re-entry in the adversary's suit, a four-trump lead is almost invariably justifiable.—*Milton C. Work* [*L. A. H.*], "*Whist of To-day.*"

A suit may be established without ever having been led; as, when you hold the five highest cards of it; or it may become established in one or two rounds.—*R. F. Foster* [*S. O.*], "*Whist Strategy.*"

A suit is established when the holder of the strength in the suit has the best card or cards, with the certainty of drawing those intervening between it or them and lower ones.—*R. A. Proctor* [*L. O.*], "*How to Play Whist.*"

Etiquette of Whist.—Rules of conduct at whist observed by all courteous and reputable players, although no definite penalties are provided for their infraction, as in the laws of whist proper. The etiquette of whist was promulgated in connection with the English code at an early date. The American etiquette of whist was adopted by the third American whist congress, in 1893.

Etiquette of Whist, American.—The following rules belong to the established code of whist etiquette. They are formulated with a view to discourage and repress certain improprieties of conduct, therein pointed out, which are not reached by the laws. The courtesy which marks the intercourse of gentlemen will regulate other more obvious cases:

1. No conversation should be indulged in during the play, except such as is allowed by the laws of the game.

2. No player should in any manner whatsoever give any intimation as to the state of his hand or of the game, or of approval or disapproval of a play.

3. No player should lead until the preceding trick is turned and quitted.

4. No player should, after having led a winning card, draw a card from his hand for another lead until his partner has played to the current trick.

5. No player should play a card in any manner so as to call particular attention to it, nor should he demand that the cards be placed in order to attract the attention of his partner.

6. No player should purposely incur a penalty because he is willing to pay it, nor should he make a second revoke in order to conceal one previously made.

7. No player should take advantage of information imparted by his partner through a breach of etiquette.

8. No player should object to referring a disputed question of fact to a bystander, who professes himself uninterested in the result of the game, and able to decide the question.

9. Bystanders should not, in any manner, call attention to or give any intimation concerning the play or the state of the game, during the play of a hand. They should not look over the hand of a player without his permission, nor should they walk around the table to look at the different hands.

Etiquette of Whist, English.—The following rules belong to the established etiquette of whist. They are not called laws, as it is difficult—in some cases impossible—to apply any penalty to their infraction, and the only remedy is to cease playing with players who habitually disregard them.

Two packs of cards are invariably used at clubs; if possible, this should be adhered to.

Any one, having the lead and several winning cards to play, should not draw a second card out of his hand until his partner has

played to the first trick, such act being a distinct intimation that the former has played a winning card.

No intimation whatever, by word or gesture, should be given by a player as to the state of his hand, or of the game.[1]

A player who desires the cards to be placed, or who demands to see the last trick,[2] should do it for his own information only, and not in order to invite the attention of his partner.

No player should object to refer to a bystander who professes himself uninterested in the game, and able to decide any disputed question of facts, as to who played any particular card, whether honors were claimed though not scored, or *vice versa*, etc., etc.

It is unfair to revoke purposely; having made a revoke, a player is not justified in making a second in order to conceal the first.

Until players have made such bets as they wish, bets should not be made with bystanders.

Bystanders should make no remark; neither should they by word or gesture give any intimation of the state of the game until concluded and scored, nor should they walk around the table to look at the different hands.

No one should look over the hand of a player against whom he is betting.

Courtesy is nowhere more requisite, or its absence more remarkable, than at the whist-table.—"*Lieutenant-Colonel B.*" [*L. O.*].

It is not etiquette or honest to claim the game when you have it not, or a trick more than you have, or to dispute the score of your adversaries who have properly scored. It is not etiquette, either by looks, smiles, frowns, or gestures, to intimate any knowledge, good or bad, of your hand. It is not etiquette to ask what are trumps, to induce your partner to lead them. It is not etiquette to hesitate in the play of your cards, to show that you could have played differently. It is not etiquette to frown or look savage when your partner plays a suit you do not want. —*Westminster Papers* [*L+O.*].

The "Etiquette of Whist" by the American Code differs, as far as I can see, in no respect from the English; they are both framed to repress improprieties of conduct not reached by the laws, and for which no penalties could be well enforced. * * * Pages might be written on the breaches of etiquette committed by persons who join a rubber of whist, and who consequently tend to prevent this rubber from being the intellectual and social enjoyment that it ought to be. In the *Field*, March 30, and April 6, 1889, I wrote two articles on "The Etiquette of Whist." Unfortunately those who commit the most serious breaches of etiquette seem to be those who never read and never learn; as I have found, even quite recently, many persons who invariably commit day after day those very breaches of etiquette to which I directed attention in those articles.—*A. W. Drayson* [*L+A+*], "*Whist Laws and Whist Decisions.*"

Evolution of Whist.—The development of whist from its lowest, or primitive, form to its present scientific stage, and its still more perfect future condition. Pole was the first to philosophically trace this progress, and to point out the underlying principles or lines upon which it has been, and is still being, made. In his opinion, not only the game, but the players have been subject to this evolution. (See, also, "Pole, William," and "Whist, History of.")

Any proficient who has made himself master of an improved style of game is accustomed to despise, as useless and uninteresting, the earlier forms. Charles Lamb, for example, playing the Hoyle game of *Mrs. Battle*, characterized the more primitive practice as "sick whist," and a little later we find the "modern scientific" experts despising the antiquated game of Charles Lamb. And such has been the progress of whist evolution in the last two decades that a member of the present American League

[1]The question "Who dealt?" is irregular, and if asked should not be answered.

[2]Or, who asks what the trump suit is. —"*Cavendish*" [*L. A.*].

would look down, even on the fine playing of Deschapelles or Clay.—*William Pole* [*L. A*+].

Experiments, Whist.—President Barney, in his annual address before the seventh congress of the American Whist League, advised that organization to take such concerted action as would tend to bring practical results out of the enormous number of whist experiments which are daily made at the various clubs. These experiments in play are too valuable to be lost, and they would, if preserved, tend to solve many disputed points in whist tactics. "It seems," said he, "that the League should go further in the work of assisting its members and the many thousand students of the game. We ought to use our great organization for a more systematic study of the game. Our efforts should be combined; the results of those efforts should be classified. Thousands and tens of thousands of experiments are tried almost daily in clubs of the League, and the results are kept in a most limited circle. Still more would be tried, if the results of those experiments could be made more generally useful." Later in the session a resolution was adopted, "that the recommendation of ex-President Barney, with regard to the establishment of a bureau of experiment be referred to the executive committee, to report thereon at the next congress."

R. F. Foster made a similar suggestion in the *Sun* of June 6, 1897. He urged that the whist-players of this country should be organized upon an investigating basis, so that the independent experiments of many scattered players could be gathered, classified, analyzed, and the results submitted to other players for verification. His idea was that a good deal of time and energy is wasted in analyzing and experimenting with exceptional, or "freak," hands. What is more important is to study the every-day hands, those occurring most frequently, just as in learning a language the beginner is first taught the words that occur oftenest. The first step, therefore, in the process of a practical analysis of whist strategy would be to find out what are the most common hands, and then to ascertain the best mode of treating them in actual play. In order to do this he asked two hundred readers of the *Sun* to assist him in noting down, at least, 10,000 hands at whist, actually dealt. These hands were received in due time, and classified and arranged in two gradually ascending scales: the first according to their trump strength, and the second according to the plain suits.

The committee on experimental play will not, as some seem to imagine, concern itself officially with any comparisons of systems; nor is it likely to declare in favor of any particular teacher or text-book. * * * The game is still in a transitive stage. Hence, innumerable new ideas and suggestions are continually being brought forward. That these may often seem to run counter to the present practice is not a reason for incontinently rejecting them; yet it is not safe to adopt them, however plausible, without testing them. Here is where the work of the committee will come in. To them can be referred all proposed innovations, and it will be their work to purge the pure metal from the dross by passing it through the crucible of practicable experience.—*Whist* [*L. A.*], *September, 1897.*

What are grammalogues of whist? What are the common, every-day hands? It may safely be asserted that there is not a whist-player to-day, who could so formulate the most common hand at whist that everyone would agree with him. As already stated in these articles, the problem does not admit of mathematical demonstration. The probabilities of holding a given hand can be calculated, but whether or not it would be more common than any other, is a very intricate question. It is not a difficult matter to find the odds against a player's holding

six trumps and seven cards of an established suit, but it would take a man several years to calculate the exact proportion of all the various hands that a whist-player could possibly hold. Some idea of this proportion is necessary in the solution of the problem before us, because accompanying the most common hands for the leader must be the most usual distribution of the cards in the other hands. * * *

When the entire 10,000 deals have been received, the results of their analysis will be published in these articles, and when the most frequent conditions have been ascertained in this manner, it is proposed to take up the typical hands, one by one, beginning with those that are found to be the most common, and by a series of experiments, which will be explained at the proper time, to ascertain the best opening lead from all such hands. After the more common hands have been disposed of, those next in order will be taken up, and it is hoped that, by following out this plan until all the familiar varieties have been investigated, we shall be able to arrive at some general principles of whist strategy which shall be based on facts, before which all theories will have to give way.—*R. F. Foster* [*S. O.*], *New York Sun, Aug. 1, 1897.*

Exposed Card.—Any card dropped, or in any other way exposed, on or above the table, except in the regular course of play. Such cards are liable to be called, but if not called they may be played when opportunity offers. A card led or played out of turn is not an exposed card, in the above sense, but subject to other penalties. (See, "Cards Liable to be Called," and "Leading Out of Turn.")

Exposed cards [are] cards played in error, or dropped face upward on the table, or held so that the partner can see them.—*R. F. Foster* [*S. O.*], "*Complete Hoyle.*"

This law [law sixty-six of the English code] in case ninety-six [Drayson's "Decisions"] has been construed to mean that, if a suit has been called or attempted to be called, that the *whole* penalty for leading out of turn has been paid, and that the offender can then *replace* the exposed card in his hand. This construction is certainly more equitable than our own, as it does not make the penalty for leading out of turn a double one, in case a suit is called before calling the exposed card.—*Whist* [*L. A.*], *May, 1896.*

The law of the game is very strict with regard to shown cards, but nevertheless cases occur every day which do not appear to us to be punished with sufficient severity. A card is shown either intentionally or through awkwardness; it may either serve to discover the weakness of a hand, or it may not be of any material consequence. It appears unjust to apply undue correction to this fault, but, on the other hand, too great lenity will encourage speculation, which it is of the greatest importance to repress by every possible means.—*Deschapelles* [*O.*], "*Laws,*" *Section 6.*

One of the players, after the cards are dealt, but before the play has commenced, gets into a discussion with another, say one of his adversaries, and, in a moment of thoughtlessness, lays his hand (cards) upon the table, face upward. Only the top card can be seen, but the adversaries demand that his hand be ALL spread out, and called as they please. He objects on the ground that only the top card can be called. Who is right? This point arose many years ago, before these *Papers* were in existence. *Bell's Life* decided that all the cards were exposed. We protested against the decision at the time, but without effect; and, although we think the decision harsh, we have never found any satisfactory milder punishment, and have been obliged to follow the decision.—*Charles Mossop* [*L+O.*], *Westminster Papers, October 1, 1878.*

Exposed Hand.—In the course of a game of whist which was being played at the Washington Club, Paris, one of the players made the statement that he could expose his entire hand and none of his cards were liable to be called, and that he would leave it to "Cavendish," the whist editor of the London *Field.* On a wager, the case was submitted in the following form: "A in playing whist exhibits his hand to the other three players so that every card may be seen, but without separating them or laying them on the table. Can these cards be considered as exposed, and called as such?" To which "Cavendish" answered as follows in the *Field* of March 8, 1879: "A player may expose his entire hand, so that all the others can see it, without a card penalty; if done intentionally, no one would

play with him again." James Clay and other eminent players coincided with this view, but the editor of the *Westminster Papers* pronounced it "monstrous," and "Mogul" and "A. Trump, Jr.," were equally emphatic in their disapproval, holding that the cards were exposed and liable to be called. The entire controversy is given in "Laws and Regulations of Short Whist," by "A. Trump, Jr." It led the Washington Club to drop the English rules and to adopt others, based upon Deschapelles. Among these is one to the effect that "all exposed cards can be called, no matter in what manner they are exposed—if dropped on the table, thrown on the table, or held above the table, detached, or not detached."

Face Cards.—The king, queen, and jack; the three cards in each suit bearing a representation of the human face. Some authorities include the ace among the face cards, but this is clearly incorrect.

Fads.—There are fads in whist as in other things. The difference between a fad and an improvement in whist is that the fad eventually dies out, while the improvement compels recognition and general acceptance in time. "Cavendish," in *Whist* for July, 1896, in comparing what he saw in this country in 1893 with what he saw on the occasion of his second visit in 1896, says: "I will take the play first. There can be no reasonable doubt that there has been a vast improvement all around. I do not propose to enter into details, but will merely say I have formed this opinion partly from looking over players and partly from assisting at matches. The introduction of various fads does not seem to have damaged play as much as I expected. This may be partly accounted for by the fact, which I have not been able to verify for myself, and of which I have been informed, that many players having experimented with fads, and having found them trick-losers, have abandoned them. I do not include among fads the views of certain experts, such as Hamilton leads and ace leads from a numerically long suit, as these are worthy of serious consideration; I may state, however, that up to date I have not found myself in a position to approve them."

In a paper entitled "Whist Fads," in *Scribner's Magazine* for July, 1897, he returns to the subject. Among other observations, he says that the practice of leading nine instead of fourth best, from king, jack, nine, and one or more small cards (an invention of the late G. W. Pettes), "has been tried and is now generally given up." He is opposed to the fad of discarding an eight, or higher, second hand, as a discard trump signal. He thinks it should be treated only as a suggestion and not a command to lead trumps. He finds several grave objections to the four-signal, although he recognizes the fact also that it has the approval of a number of distinguished players. He dismisses the various signals to show two, three, or four trumps, with the remark that exhibition of weakness in trumps is more likely to be of advantage to the adversaries than to the exhibitor. He also condemns the fad of an irregular original lead in plain suits, when an honor is turned up to the leader's right hand, as a signal for partner to lead a trump through the honor. The practice of leading originally from a short suit in preference to a long one is also un-

favorably commented upon, while the "rotary discard and like fads" are pronounced beneath notice. In regard to the Hamilton leads he is still in doubt, but observes: "When bands of experts differ on a given proposition, the probability is that there is not much to it either way." This in allusion to the question whether these leads bring with them the risk of losing tricks by leading small from king, jack, ten, etc.

It is well to remember that during the last three years many new-fangled notions have come to the front, had ardent support for a time, and then have faded out. It is not unlikely that many, if not most, of to-day's fads will in turn disappear into "innocuous desuetude." It is not well to be too sure of the permanency of modern improvements.—*Fisher Ames* [*L. A.*], *Whist, Oct.–Nov. 1896.*

Fallacy.—An idea in whist play or practice which is entertained and believed and acted upon by certain players despite all evidence to the contrary. Sometimes so-called improvements, or new modes of play, are also found to be fallacies, or fads.

Three-fourths of the card-players of England believe, or play as if they believed, that a trick in trumps counts more at the end of the hand than a trick in plain suits. Who taught them this fallacy, and why does it continue to live?—*Westminster Papers* [*L+O.*].

Fall of the Cards.—The order in which the cards are played. The cards fall upon the table as they are played, and to observe and remember those which are out, is to watch the fall of the cards.

To remember the cards that have been played is a comparatively small matter, but to be able to read the cards as they fall, and carry the information afforded to the end of the hand, is a matter of the greatest importance.—*C. D. P. Hamilton* [*L. A.*], "*Modern Scientific Whist.*"

False Card.—A card played contrary to conventional rule, for the purpose of deceiving the adversary, but which is liable also to deceive partner. This play is condemned by nearly all authorities on whist, while those who countenance it do so only upon exceptional grounds and under exceptional circumstances; as when, for instance, there is no danger of deceiving partner; or, when playing a coup; or, when playing with a hopelessly bad partner. Players of the first rank who frequently play regardless of rule, sometimes make effective use of false cards, but even in the hands of experts they may prove boomerangs.

Don't play false cards with a good partner.—*H. F. Morgan* [*O.*].

The second hand will find more opportunity for false-card play than any other position.—*R. F. Foster* [*S. O.*].

The play of false cards, without very good reason, is characteristic only of hopelessly bad players.—*William Pole* [*L. A+*], "*Theory of Whist.*"

It requires more than ordinary skill to judge when a false card will do less harm to the partner than to the adversaries.—*R. F. Foster* [*S. O.*], "*Complete Hoyle.*"

I must caution you never to play a false card until you have advanced beyond the condition of a moderate player.—*A. W. Drayson* [*L+A+*], "*The Art of Practical Whist.*"

Avoid playing false cards, and be very careful in playing even the smallest cards, lest you may deceive your partner.—*William Pole* [*L. A+*], "*Philosophy of Whist.*"

The playing of false cards * * * is but little more commendable in whist than is the like in the ordinary affairs of daily life.—*Emery Boardman* [*L+A.*], "*Winning Whist.*"

To impose upon your adversaries is perfectly fair and justifiable, but at whist we can only occasionally so impose without detriment to our partner, and, therefore, to ourselves.—*Charles Mossop* [*L+O.*], *Westminster Papers, December 1, 1878.*

It is not in harmony with modern scientific whist to play a false card under any circumstances, not even when it deceives the adversaries only.—*C. D. P. Hamilton* [*L. A.*], "*Modern Scientific Whist.*"

The third hand may * * * frequently play with advantage a false card in a suit in which his partner is making a forced lead, and in which he knows the strength

is with the adversaries.—*Milton C. Work* [*L. A. H.*], "*Whist of To-day.*"

Do not play false cards. You will deceive your partner in nine cases out of ten, and generally to his and your injury. There may, perhaps, be times when it can do no harm, but they are few, and must be chosen, if at all, with great skill and care.—*Fisher Ames* [*L. A.*].

Nothing is more tempting to some players than the play of a false card; that is, when two or more cards of equal consecutive value are held, and the highest is played second, third, or fourth in hand. * * * It loses more tricks than it makes.—*W. M. Deane* [*L. A+*].

It must not be confounded with one that is merely irregular in lead or follow. A discard that *may* be made, instead of one that *could* have been made, is not necessarily false play. Coups are always irregular, but they are not false, but brilliant variations from routine.—*G. W. Pettes* [*L. A. P.*], "*American Whist Illustrated.*"

There are numberless instances where you may play a false card which cannot injure your partner, and if it misleads him it will do no harm, whilst it will mislead the adversaries, and may probably give you an advantage. Again, a false card played may not be a false card as regards your partner, and cannot mislead him, but it may be a false card for the adversaries.—*A. W. Drayson* [*L+A+*], "*Art of Practical Whist.*"

Never play false cards. The habit, to which there are many temptations, of trying to deceive your adversaries as to the state of your hand, deceives your partner as well, and destroys his confidence in you. A golden maxim for whist is, that it is of more importance to inform your partner than to deceive your adversary. The best whist-player is he who plays the game in the simplest and most intelligible way.—*James Clay* [*L. O+*].

In the scientific game of whist you give your partner (always at the beginning, and almost always throughout the play of the hand) all the information in your power within the rules of the game. Cases may arise towards the end of a hand where it becomes clear that your partner can do nothing, and nothing can be lost by misleading him; then, and then only, false cards (deceiving him, but deceiving the adversaries also) may be usefully played.—*R. A. Proctor* [*L. O.*].

There are three kinds of false cards: (1) Those that deceive everybody; (2) those that deceive your opponents only; (3) those that deceive your partner only; and a sparing use of the first two—especially toward the end of a hand—is often advantageous; but in playing cards that deceive everybody you must be prepared to take entire charge of the game yourself, or you will probably have your conduct referred to afterward. The third is sacred to bumblepuppy.—"*Pembridge*" [*L+O.*].

False cards are dangerous weapons, and should be used with great care. They are commonly employed by expert players, and frequently give an opportunity for the exercise of rare whist judgment. We believe that a player has a perfect right to give or withhold information. He certainly is under no obligation to make the game easy for his adversaries. While we agree with Mr. Coffin in his general remarks, that the indiscriminate and continual use of false cards and deceptive leads is neither desirable nor bright, we hardly think that he is justified in placing well-directed false cards in the same class with low trickery and private conventionalities.—*Whist* [*L. A.*], *1897.*

On the whole, it seldom happens that a balance of gain results from the adoption of deceptive play. Occasionally, however, a false card may be played with a special object. For instance, ace is turned up to your right, and when the dealer gets in, he leads a small trump. If you, second hand, have king, queen only, you would be justified in playing the king in hopes of inducing the trump leader to finesse on the return of the suit. * * * If your partner has exhibited weakness in one or more suits, you would frequently be justified in playing a false card. You are driven to rely solely on yourself, and are entitled to adopt every artifice your ingenuity can suggest in order to perplex the other side.—"*Cavendish*" [*L. A.*], "*Laws and Principles of Whist.*"

If the play of one false card is sanctioned, so may the play of two be; or you may play one card conventionally and the other not, and the integrity of the game is gone. * * * If the right to play false is recognized, there is then no limit to its pernicious and disintegrating practice. Besides, there is nothing to be gained by playing false cards. If A wins the first game by a cheap deception practiced upon D, he (D) in turn is at liberty to win the second by a similar chicane. * * * But above all other objections against the play of false cards stands the fact that the play may deceive partner, and there is nothing to be gained by the play that will begin to compensate for the loss of confidence such a play is sure to create.—*C. D. P. Hamilton* [*L. A.*], "*Modern Scientific Whist.*"

False cards in adverse suits are sometimes very effective, as the following hand, played in 1871, will show. Z dealt

and turned the heart seven. The score was love-all, English five-point whist, counting honors.

Tricks.	A	Y	B	Z
1	7 ♢	5 ♢	Q ♢	A ♢
2	♣ Q	♣ 6	♣ 2	♣ 5
3	♡ 4	♡ 2	♡ A	♡ 7
4	♡ 9	♡ 3	♡ 6	♡ K
5	7 ♠	4 ♠	A ♠	K ♠
6	J ♢	8 ♢	3 ♢	2 ♢
7	♡ Q	♡ 5	2 ♠	♡ 10
8	♡ J	♡ 8	3 ♠	10 ♢
9	K ♢	♣ 9	4 ♢	♣ 10
10	9 ♢	6 ♠	6 ♢	Q ♠
11	9 ♠	10 ♠	♣ 3	5 ♠
12	♣ 4	J ♠	♣ 7	♣ 8
13	♣ K	8 ♠	♣ A	♣ J

At the ninth trick it is very clear to Z that A and B will win the game unless he does something to throw them off the track. They are already two by honors, and must have both ace and king of clubs, which will make them three by cards and game. The discard of the club ten is to lead A to believe that Z originally led from ace, jack, ten, five; because it is very probable that A has the club king, and played in from king, queen, small, at trick two, and if Z can deceive him, he will avoid leading up to the supposed major tenace in clubs. The discard of the spade queen is simply carrying out the same plan. If Z discards another club he betrays himself. If he keeps the unguarded spade queen, he will be forced into the lead, and cannot save the game. His only chance is that A will be coaxed by these false cards to lead spades, and that Y will be able to save the game in that suit. The ending is one of the finest examples of good false-card play in existence, and well worthy of careful study.—*R. F. Foster* [*S. O.*], *Monthly Illustrator*, *1897*.

False Carding.—The practice of leading or playing false cards.

False Lead.—See, "Irregular Lead."

False Scoring at Duplicate.—See, "Scoring."

Famous Whist-Players.—We have already said something about "Celebrated People Who Played Whist" (*q. v.*). Great whist-players are more rare. In fact, it has been asserted that not more than two or three men ever completely mastered the game. The great players, who were universally admitted to have been such, can almost be counted on one's fingers. To begin with the beginning of the game, Hoyle, its father, was a great teacher, but not a great player. A writer in the *Westminster Papers* says: "To many it may seem late in the day to refer to the writings of Mathews. That gentleman was the finest player of his day, whereas his predecessor, Hoyle, was not." Thomas Mathews knew this, too, for he takes pains in his book to cast a reflection upon the play of Hoyle. Greater than Mathews, however, was Deschapelles. Says "Cavendish:" "It is remarkable that the 'finest whist-player' who ever lived should have been, according to Clay, a Frenchman, M. Deschapelles." This praise is now universally admitted to have been justly bestowed. James Clay himself, however, was an extraordinary player, the finest in all England in his day, although his fame as an authority on the game perhaps overshadowed his fame as a player. Charles Hervey, in "The Whist Table," tells us that "a master of the art (Lord Henry Bentinck), who had survived a generation, was asked who were the best whist-players he ever knew. He instantly named three: the late Earl Granville, the Hon. George Anson, and Henry Lord de Ros. On being asked for the fourth, he paused, but there was no need of hesitation. * * * The palm was popularly considered to lie between Lord Henry Bentinck and Mr. Clay, whose

styles were so essentially different that an instructive parallel might be drawn between them after the manner of Plutarch."

"Since Deschapelles," says a writer in *Blackwood's Magazine*, "there has been no such player in Europe, except perhaps a Greek—a M. Kalergi, the brother of the minister of that name." Charles Mossop, in the *Westminster Papers* for April, 1879, speaks of another foreigner, "Belaieff," as, "in our judgment, the best whist-player that ever lived."

In our own day "Cavendish" is looked upon as England's representative player and exponent of the game. But "Pembridge," in a letter to *Whist*, declared that "there is no finer player in all England" than J. C. Davis. Mr. Davis plays a game which is as different from "Cavendish's" as James Clay's was from Lord Bentinck's. "Cavendish" dedicated his "Card Essays" to Edward Tavener Foster, whom (on page 178) he mentions as "the finest whist-player I have ever met."

It has been remarked by competent judges like "Cavendish," that the average of skill is much higher in this country than in Europe, and that Deschapelles himself might have looked to his laurels in contests with members of the American Whist League.

The late John Rheinart, of the Milwaukee Whist Club (who years ago played frequently with Deschapelles), was considered one of the very best players in this country. N. B. Trist placed J. M. Kennedy, of New Orleans, in the very first rank of whist adepts; and R. F. Foster, in his "Whist Strategy," speaks of Rufus Allen, of Milwaukee, as "probably one of the strongest whist-players living, if we may judge by his record extending over many years."

It would be a most serious task to attempt, without an exhaustive competition, the classification of the leading players of the United States. There are so many really fine players that opinions must vary as to which are the very best. Bearing this in mind, yet anxious to throw some light on the subject, if possible, we invited a confidential expression of opinion from twenty-five experts in various parts of the country—those thoroughly conversant with the subject through personal knowledge and experience—and the result is given below. The question was: "Who, in your opinion, are the twenty foremost whist-players of this country?" Not more than twenty were named by each, and in no case was any one allowed to vote for himself. The result was as follows:

Group No. 1.—Receiving from ten to twenty-four votes.

	Votes.
1. Geo. L. Bunn, St. Paul, Minn.	24
2. John H. Briggs, Minneapolis, Minn.	22
3. Lander M. Bouvé, Boston, Mass.	20
4. Thos. A. Whelan, Baltimore, Md.	20
5. Milton C. Work, Philadelphia,	20
6. E. A. Ballard, Phildaelphia.	19
7. Gustavus Remak, Jr., Philadelphia.	19
8. W. G. Bronson, Stillwater, Minn.	17
9. Frank P. Mogridge, Philadelphia.	17
10. C. A. Henriques, New York	16
11. W. J. Walker, Chicago	16
12. W. E. P. Duvall, Baltimore, Md.	15
13. C. D. P. Hamilton, Easton, Pa.	15
14. John T. Mitchell, Chicago	15
15. David Muhlfelder, Albany, N. Y.	15
16. A. E. Taylor, Brooklyn, N. Y.	15
17. G. W. Keehn, Chicago.	12
18. J. B. Elwell, Brooklyn, N. Y.	11
19. C. F. Snow, Albany, N. Y.	11
20. Joseph S. Neff, Philadelphia	10
21. Jules P. Wooten, Washington, D. C.	10

Group No. 2.—Receiving nine votes or less.

Allen, Rufus, Milwaukee, Wis.
Ames, Fisher, Newton, Mass.
Aymar, H. F., Newark, N. J.
Baker, E. T., Brooklyn, N. Y.
Baldwin, John H., Chicago.
Becker, Charton L., Boston, Mass. (9)
Bigelow, I. H., Boston, Mass.
Briggs, O. H., Minneapolis, Minn.

Bristol, W. T. G., Chicago.
Clay, Charles M., Roxbury, Mass.
Curtis, C. L., Toledo, O.
Fenollosa, William S., Salem, Mass.
Foster, R. F., New York.
Gleason, John B., New York.
George, J. A., Providence, R. I.
Gordon, Charles, St. Paul, Minn.
Hart, E. Stanley, Philadelphia.
Hawkins, W. E., New York.
Hill, Chester W., Philadelphia.
Howell, E. C., Boston, Mass.
Hudson, William, Buffalo, N. Y.
Keiley, Charles R., New York.
Low, H. N., Washington, D. C.
Manson, Thomas, New York.
McCay, A. Harvey, Baltimore, Md.
McKay, Theodore, New York.
Montgomery, E. A., Minneapolis, Minn.
Morse, George W., Boston, Mass.
Paine, Cassius M., Milwaukee, Wis.
Parry, N. H., Chicago.
Parsons, R. L., Chicago.
Richter, Otto, Tacoma, Washington.
Rogers, G. T., Plainfield, N. J.
Rogers, R. M., Chicago.
Smith, Beverley W., Baltimore, Md. (9)
Smith, E. LeRoy, Albany, N. Y.
Smith, Wilbur F., Baltimore, Md.
Steele, J. N., Baltimore, Md.
Stevens, Harry S., Chicago.
Street, W. J., New York.
Talmadge, Henry P., New York.
Tormey, P. J., San Francisco.
Townsend, Samuel, Plainfield, N. J.
Trainor, William, Chicago.
Trist, N. B., New Orleans.
Walls, George, Washington, D. C.
Ward, H. H., Boston, Mass.
Watson, W. H., Philadelphia.
Weems, R. H., Brooklyn, N. Y.
Wood, J. H., Chicago.

Fancy Whist.—Whist introducing strange or unauthorized plays.

Father of the Game.—A name bestowed upon Edmond Hoyle, the author of the first published treatise on whist. (See, "Hoyle.")

In 1742 whist was adopted by Edmond Hoyle, who is to this day called the father of the game.—"*Cavendish*" [*L. A.*], *in* "*The Whist Table.*"

Faults. — Whist-players have their faults—even the best of them have their failings. Let us, therefore, be charitable to one another, slow to anger, and constantly on the alert to correct ourselves before we attempt the correction of others.

The worst two faults that can be committed at whist are: (1) To force your partner after he has led trumps. (2) To play a card of which neither of your adversaries have one, so as to enable the weak hand to trump and the strong to get a discard.—*Westminster Papers* [*L+O.*].

I have frequently sat opposite a partner who, at the end of a hand in which he has lost two or three tricks, would himself commence the conversation by such remarks as these: "Now, partner, you must not find fault with me; if you find fault it makes me play far worse than I otherwise should play. I do my best, and that is all I can do, so it's no use scolding me." Now, if you found fault with a man's stature, or the shape of his nose, or the color of his eyes, or anything else belonging to him which he could not alter, the above remarks might possess some reason. When, however, any individual asserts that he not only does not wish to know by what means he loses tricks, nor does he want to know how he might play a better game than he does play, and that supplying him with this information actually makes him play worse, it exhibits a peculiarity of mind which, in any business habits of life, would almost qualify a man for a lunatic asylum.—*A. W. Drayson* [*L+A+*].

"Favorite Whist."—One of the many variations introduced into the game of whist. It is ordinary whist, with or without honors, its distinguishing characteristic being the additional value which is given to the first trump suit every time it is turned up again during the rubber. This suit is called the favorite, and tricks and honors in it count double after the first time it is played. The game has several variations.

Favorite whist simply changes the value of tricks in scoring, according to the trump suit.—*R. F. Foster* [*S. O.*].

Fenollosa, William S.—A successful teacher of whist and whist expert. He was born in Salem, Mass., December 3, 1854; was graduated from Harvard College in 1875; followed music as a profession for some years, appearing in public occasionally as a pianist of fine ability. About the year 1889,

whist-teaching supplanted music with him, however, and since that time he has devoted all his time to giving instructions in the game.

Mr. Fenollosa was very fond of card games as a child, but did not like whist, against which he had formed a prejudice. He disliked the sound of "second hand low" and "third hand high," and fancied it a sort of old fogy's game. An aunt of his persisted in saying, however, that it was just the kind of game that he would enjoy most, if he would only give it a trial. When he was seventeen years of age she presented him with a copy of Pole, and upon reading it his interest was at once aroused. He practically learned the book by heart before playing a single game. From that time on he was a self-taught player, thinking things out for himself, and, in addition, studying all new works on whist as they appeared. He informs us, in a letter, that "Cavendish's" has ever seemed to him the standard work on whist. "I am," he continues, "a firm believer in the long-suit system, but with a touch of bold trump-leading added to it. I think most players are too conservative on this point. I always lead trumps from four with three of each plain suit. Moreover, I believe it to be better to lead from four trumps than from a four-card plain suit of indifferent strength; *e. g.*, from ace, jack, and two small (trumps); ten, three small; king, two small; king, one small, I lead a small trump. I should almost never open a hand with a four-card plain suit, all below the ten; but I also very seldom open with a short plain suit. I prefer the short-trump opening, or the four-card trump. I almost invariably lead trumps from five; am rarely deterred by an honor cut. From eight, seven, six (trump); nine, three small; king, two small; ace, two small, I lead the eight of trumps. From queen, one small (trump); king, three small; four small; queen, two small, I lead queen of trumps. I believe strongly in American leads, unblocking, and the four-trump signal. I am inclined to the four-trump echo, or, perhaps, some combination of the four and three. I suspect that the Boston echo for exactly three trumps is a trick-loser, but am in some doubt. As a member of the American team, I have had much practice with this echo, and am inclined to think it helps the clever adversary even more than the partner"—an opinion which accords with what "Cavendish" says in the article on "Fads" (*q. v.*).

"I am," continues Mr. Fenollosa, "a firm believer in the lead of queen from queen, jack, ten, and others, *and not the ten.*" His arguments on this subject were published in *Whist* for March and May, 1896, and are quoted from in our article on "American Leads, Changes in" (*q. v.*).

Mr. Fenollosa played on the team from the American Club, of Boston, which defeated the Hamiltons in December, 1896, at Philadelphia, in one of the very few matches which the latter lost in the contest for the Challenge Trophy. He also played on the teams which represented Boston at the fourth and sixth congresses of the American Whist League. He has taught whist professionally for eight years past, mostly in Boston, Salem, Nahant, and Mt. Deseret Island. Besides numerous contributions in *Whist*, he has also written articles for the London *Field*.

"Field, The."—A London weekly journal, devoted to sports and pastimes. It was established

about forty-five years ago, and is celebrated among whist-players by reason of its card department, which was begun by "Cavendish," December 6, 1862, and has been in his charge ever since. At first there was no idea of making it a regular department. The publication of his "Principles of Whist" had drawn public attention to the author, and he was invited to write some articles on the game. He was paid the same as any other contributor, at so much per column. A number of letters were received which he answered, and eventually he was paid a regular salary, and became, in fact, the editor of a card department. It was at first headed "Whist," but other games being mentioned and commented upon, the title was changed to "Cards." The permanent engagement of "Cavendish" was brought about without any formal agreement, nor has there ever been any. He informs us that it has worked well, as he has never had an unpleasant word with the *Field* people all these years.

The character of the *Field* is of the highest grade. "Cavendish" says: "We do not like to hear it called a *sporting* paper, but a *sportsman's* paper. I don't know whether you draw the same distinction in America. Everything that your sisters, or your (female) cousins, or your aunts, cannot read, is carefully kept out. One of the sub-editors amused me the other day. Turning over some proof, he said, 'Jones, this is not a newspaper!' 'Oh,' I answered, 'then what is it?' He replied, 'It is an *institution*.'"

The *Field* is the only paper in England which has a regular department devoted to whist and other card games, and it is the acknowledged authority.

Fielding and Whist.—The earliest references to whist which occur in standard literature are those contained in Fielding's celebrated novel of "Tom Jones," which was published seven years after Hoyle's treatise. Four of the characters — *Lady Bellaston*, *Lord Fellamar*, *Tom Edwards*, and the lovable *Sophia* herself—are "engaged at whist and in the last game of their rubber," when, at the instigation of *Lady Bellaston*, *Tom* rattles off the fiction of the death of *Tom Jones* in a duel. Amid the agitation produced by this piece of alleged news, poor *Sophia* resumes the deal, which she had momentarily interrupted, "and having dealt three cards to one, seven to another, and ten to a third," now drops the rest of the pack on the table, and falls back in a swoon.

The other reference to whist occurs when *Nightingale* explains to *Tom Jones* the reason for dismissing his man-servant. He justifies his conduct by the heinousness of the offense which the footman had committed. It was not the first of his faults, for many of his "provoking" acts had been overlooked by his master; but the last offense, *Nightingale* pleaded, was inexcusable. He had come home to his lodgings in Bond street that night several hours before his usual time—an act which is always imprudent on the part of a lodger—and had found "four gentlemen of the cloth" comfortably seated by his fireside, in all the pleasures of a game of whist. This piece of indiscretion he would have passed by in silence, or, at the best, with a word of warning that it must not be repeated. There was worse to come, and that constituted the gravamen of the offense. "My Hoyle, sir," he cries aloud in his

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Eugene S. Elliott.

Walter H Barney.

H. A. Mandell.

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agony, "my best Hoyle, which cost me a guinea, lying open on the table, with a quantity of porter spilt on one of the most material leaves of the whole book!" Even this, provoking as it was, might have been overlooked, but the servant answered with the pertness of his class, that "several of his acquaintances had bought the same for a shilling," and that his master might stop that much in his wages, "if he pleased!" This, and the subsequent proceedings, rendered their parting a matter of necessity. *Nightingale* lost his servant and remained in the possession of a damaged Hoyle.

Fifth-Best Lead.—The second maxim of the American leads provides that when a player opens a strong suit with a high card, and next leads a low card, he should lead the original fourth best, ignoring in the count any card marked in his hand. "Cavendish" subsequently adopted the rule of leading, on second round, the fourth best remaining in the hand, or in other words, the fifth best originally.

N. B. Trist, while adhering to the maxim as originally promulgated, made an exception in the case of the lead of the queen, which is commented upon in Hamilton's "Modern Scientific Whist" (1896). When the queen is led and wins, Mr. Trist decided to next lead the fourth best, *counting from and including the card first led.* As, from king, queen, ten, eight, seven, lead queen, and (the queen winning) then seven, thereby showing two cards of intermediate rank between the queen and the seven-spot. The second lead is, in effect, a fifth-best lead.

Hamilton says: "There are advantages in favor of this mode of opening this combination as compared with queen, then *original* fourth best. It will be found upon analysis that the lead of the original fifth best, after queen winning, will often yield information that the lead of the fourth best will withhold, and no disadvantages attend the play." The same author is, however, opposed to the lead of the fifth best as a second lead after the original lead of an ace. He says, in *Whist* for March, 1895: "It appears clear that the balance of advantage is overwhelmingly in favor of the lead of the original fourth best, after ace, as against the second lead of the original fifth best, or any lower card."

"Fifth Honor, The."—In England the ten of trumps is frequently spoken of as "the fifth honor," from the fact that it is the card next in rank to the true honors—ace, king, queen, and jack. "A century ago," says Courtney, "it was dubbed 'the Welsh honor,' an expression which may be taken, according to the desire of the reader, as a compliment or an insult to that 'gallant little' principality."

Finesse.—An artifice or stratagem in whist which adds greatly to the interest and scientific value of the game. To finesse is to try to take a trick with a card which is not the best that you could have played. As, for instance, holding ace, queen, and others, you play the queen upon the lead of a low card, in the hope that the king lies to your right. If you are correct in your inference, you have gained a trick. Finesses are made second, third, or fourth hand, and upon cards led by opponents as well as those led by partner. Finesse deeply in your own or opponents'

suits, at the same time taking care, if possible, to leave your hand in good condition, in case the finesse should fail. As a rule, do not finesse in your partner's suit; you do not wish to save the high cards in it, but rather to get rid of them, so as not to block his game. Finesses in your own and partner's weak suit is advisable when trump strength is against you, and you have poor prospects of winning. It is also advisable to finesse more deeply in trumps than in plain suits. The finesse has been used as a formidable weapon by good players since the days of Hoyle. Deschapelles devoted much attention to it in his play, and describes several different kinds of finesses in his treatise on the game.

Failure to finesse at the right time is a more common error than injudicious finessing.—*R. F. Foster* [*S. O.*], "*Whist Tactics.*"

The law of finesse, the strength and beauty of whist, has never changed, will never change.—*G. W. Pettes* [*L. A. P.*], "*American Whist Illustrated.*"

Finesses are generally right in trumps, or, if strong in trumps, in other suits; otherwise they are not to be risked but with caution.—*Thomas Mathews* [*L. O.*], "*Advice to the Young Whist-Player,*" *1804.*

With ordinary hands, finesse may be deep at their commencement, should contract as they go on, until the last four or five cards there is scarcely any opportunity left for finesse, properly so called. —*James Clay* [*L. O+*].

The player must be taking a chance when he finesses. If the location of the card is known either from being turned or marked by the development, it requires no artifice or stratagem to play the lower card.—*Whist* [*L. A.*], *December, 1895.*

You are said to finesse *against* the intermediate card, and sometimes also against the person who holds it; but as, by the nature of the case, it should be unknown where the card lies, the latter meaning is apt to create confusion. The *person* against whom you act is more correctly the fourth player.—*William Pole* [*L. A+*], "*Theory of Whist.*"

The best players do not advocate very great finessing by a third-hand player in his partner's suit. When the original lead is a conventional one, practically the only finesse justifiable in a plain suit on a small card led is the queen, with ace, queen. Any face card led, however, is finessed with any other face card in hand. —*Milton C. Work* [*L. A. H.*], "*Whist of To-day.*"

The word is sometimes applied to cases where it is *certain* the inferior card will answer the purpose intended; as, for example, where the left hand has already shown weakness. But this is clearly a misuse of the term, for unless there is a risk of the card being beaten it is only ordinary play, and can involve no finessing, properly so called.—*William Pole* [*L. A+*], "*Theory of Whist.*"

This term is applicable to any form of strategy, underplay, or artifice. * * * Many players imagine that finesse is an artifice to be practiced only by third hand; it belongs, however, to every seat at the table. Fourth hand may refuse to take a trick; leader and second hand may underplay. You cannot lay down specific rules governing finesse. Rob whist of finesse and you take from the game its greatest charm.—*C. D. P. Hamilton* [*L. A.*], "*Modern Scientific Whist.*"

The finesse obligatory most commonly occurs on the second round of a suit led originally by the player who, on the second round, is the third hand. In this situation, with the best card marked in the fourth hand, and the second and fourth-best cards in the third hand, or the fourth best led and the second best in the third hand, the finesse should be made, as if the third best is also in the fourth hand, no harm is done; if it is in the second hand, a gain is made.—*Milton C. Work* [*L. A. H.*], "*Whist of To-day.*"

If, when a suit is played, each party were to hasten to force it with their best card, the most skillful player would be he who is best furnished with that suit; the strongest card would, in all cases, determine the fortune of the players; all science and skill would entirely disappear from the game, and the empire of brute force, operating in all cases with the same power, would be firmly established. *Ennui* would soon give rise to new innovations, the useless trouble of dealing the cards would be discontinued, and thus that beautiful problem, whist, would be degraded into the common and ignoble game of *rouge ou noir.* All this is, however, prevented by the finesse. The principle of this practice, which forms an essential part in all the various combinations we are here investigating, and which is based upon acute discernment and a well-calculated doctrine of chance, is diametrically opposed to *mere* chance. It deprives the latter, one by one, of the

advantages it possesses, and eventually completes the triumph of mind over matter.—*Deschapelles* [*O.*].

The common-sense finesse is when you have discovered that the highest card but one in a suit has been played third in hand by your left-hand adversary, and you hold the best and third-best card in the suit. The finesse speculative is this: You hold the best and the third-best card in a suit—say ace and queen; your partner leads this suit, and third in hand you finesse your queen. * * The principles of this finesse are that you play against an even chance that the king of the suit is to your right, and that your partner, from leading the suit, will probably himself hold knave or king. The arbitrary finesse is the following: You hold queen, ten, and three of spades; you lead the three, partner wins with the king, and returns you a small spade. You know that the ace is now to your left, but you do not know where the knave is. It may be to you right: your queen if played will be taken by the ace. If both ace and knave be to the left, both will win. If, however, the knave be to your right, your ten will draw the ace, and your queen remain the best card. Consequently, you are bound to play the ten.—*A. W. Drayson* [*L+A+*], "*The Art of Practical Whist.*"

Finessing Against Yourself.—One of the most common errors which beginners make is to cover a jack led with queen, second hand, when holding ace, queen, and others. The proper play is the ace. The play of the queen, under these circumstances, is what is expressively termed finessing against yourself.

Don't finesse against yourself. If you have led from ace, knave, etc., and your partner has made the queen, the king is certainly not on your right. If, on the other hand, you have led from king, and your partner again has made the queen, it can be no use to put on the king; the ace must be over you.—"*Pembridge*" [*L+O.*].

Finessing by the Eleven Rule.—This is explained by R. F. Foster, the originator of the eleven rule (*q. v.*), as follows: "It is based on the principle that you have a right to finesse against *one* card on the *first* round of a suit, whether you have strength in trumps or not, just as with ace, queen [with or without small cards], on your partner's lead. You should have pretty strong trumps to justify a finesse in the *second* round of a suit, as it is unlikely that it will go round a third time. Suppose you hold king, ten, three. Your partner leads eight; four second. You deduct eight from eleven and find that there is only one card out against your partner, but you know neither the card nor where it is. Pass the eight led. Remembering that your partner cannot have ace, queen, jack, you can demonstrate that out of six possible positions in which all the cards above an eight can be placed, there are only two in which your finesse will fail. In other words, it is two to one that the trick is won by the eight led. * * * One of the chief advantages of this mode of finessing is that the original leader, if he knows that his partner uses it, can often assume that his suit is established, although it has been led only once."

First Hand.—The player to the left of the dealer; the eldest hand; the player who makes the opening lead.

"Five of Clubs."—A pseudonym under which Professor Richard A. Proctor wrote many articles, and several books, on whist. (See, "Proctor, R. A.")

Five-Point Whist.—Short whist without counting honors; much played in this country before the American seven-point game came into vogue.

Five-Spot.—A low card, the tenth in rank in the pack. It is led only as a fourth best in the American

leads, and a penultimate or antepenultimate in the old leads. It is one of the desirable cards with which to start a trump signal. In the Howell (short-suit) system the lead of the five, four, three, or two indicates the long-suit game, with trump strength and probably a good suit, and commands partner to lead trumps.

Folkestone, Lord.—One of the first players in England to take up and make a systematic study of the game of whist. He was originally Sir Jacob de Bouverie, and, after serving in Parliament, was elevated to the peerage June 29, 1747, by the titles of Lord Longford, Baron of Longford, and Viscount Folkestone. He died in 1761.

Lord Folkestone should ever be held in high esteem by whist-players for his services in taking up and developing the game, which at that time was just emerging from obscurity and from its very humble surroundings. He formed one of a select circle at the Crown Coffee-House (*q. v.*), in Bedford Row, London, and here is where scientific whist had its first beginning in 1728; for these gentlemen, under his leadership, devised a code of regulations and otherwise greatly improved the game. The deuces were restored to the pack, and the whole fifty-two cards brought into play. The odd trick became a permanent feature of the game, and ten points instead of nine were made the rule. The original lead from the strongest suit was recommended, and partner's hand was also to some extent considered. Thus the game was made ready for Hoyle to take it up and bring it into great popularity. And, by the way, Folkestone is held by some authorities to have been an altogether different player from Hoyle. George W. Pettes quotes Dr. Dakin as saying of him: "He was a startling contrast to Cotton and Curll, and Seymour and Irnay, and, I may add, to Hoyle, who was one of the gamesters; for not one of these cared for the quality of a game, but only for the money that *any* game caused to leap from the pockets of the unwary." Whatever we may think of this severe arraignment of Hoyle, it is certain that Lord Folkestone was a credit and honor to whist, and sincerely devoted to its improvement.

The portrait published in this volume is from a photograph of a painting by Hudson, kindly furnished by the Countess of Radnor, of Longford Castle, Salisbury, England. In a letter she calls attention to the fact that her illustrious kinsman was also a great patron of art, having been the first president of the Royal Society for the Encouragement of Arts and Sciences.

It was about this time (1728) that the first Lord Folkestone and his party used to play whist *scientiæ causâ* at the Crown Coffee-House, in Bedford Row. This is the first mention we have of whist being played scientifically.—"*Cavendish*" [*L. A.*], "*The Whist Table.*"

It seems a pity that the good example set by Folkestone did not become a perpetuity. I cannot find that money was at any time used as an incentive to the play. At any rate, as there were plenty of short games for the gamesters, this noble one should not have been debased.—*Delaroche.*

It happened that a party of gentlemen who frequented the Crown Coffee-House, in Bedford Row, and of whom the first Lord Folkestone was one, had become acquainted with the game, and in defiance of its bad reputation, tried it at their meetings. They soon found out it had merits. They studied it carefully, and arrived, for the first time, at some principles of play.—*William Pole* [*L. A+*], "*The Evolution of Whist.*"

Follow.—The play of second, third, or fourth hand constitutes the follow, the play of the first hand being the lead. An expres-

sion frequently used by G. W. Pettes in his "American Whist."

Follow Suit.—To play a card of the same suit as the one led. Failure to do so when you have the suit constitutes a revoke.

Force.—To force is to lead a card which an opponent must trump in order to take it, or to play a losing card purposely for partner to trump. The object is to extract trumps and thereby weaken the adversary, or to enable your partner to make tricks with trumps which would otherwise be lost. The rule is to force the opponent who is shown to be strong in trumps, but not his partner, who must not be allowed to take tricks with his trumps, if possible. You force the adversary when you are weak in trumps and he is strong. You force partner when you are strong in trumps and he is weak. But there are cases when you must force partner, even though you are weak yourself; for instance, if he has shown a desire to be forced; when you can establish a cross-ruff thereby; when overwhelming strength in trumps has been shown by the adversaries, or when you need but a single trick to save the game.

There is another somewhat allied mode of forcing which does not involve the use of trumps. It consists of leading a strengthening card to your partner, by means of which you force out a high card which may be held by the adversaries, and help establish his suit.

Hesitate about trumping an intentional force from your partner, if you are long in trumps and hold a good and well established plain suit.—*A. J. McIntosh* [*L. A.*], "*Modern Whist*," *1888*.

Always force the strong, seldom the weak, never the two; otherwise you play your adversaries' game, and give the one an opportunity to make his small trumps while the other throws away his losing cards.—*Thomas Mathews* [*L. O.*], "*Advice to the Young Whist-Player*."

At best, the forcing game is a poor one. It is a cheap way of making tricks. There are comparatively few hands where the best play—the play which will make the most tricks—renders it necessary to deliberately force your partner.—*C. D. P. Hamilton* [*L. A.*], "*Modern Scientific Whist*."

With a weak hand, seek every opportunity of forcing your adversary. It is a common and fatal mistake to abandon your strong suit because you see that your adversary will trump it. Above all, if he refuses to trump, make him, if you can; and remember that when you are not strong enough to lead a trump, you are weak enough to force your adversary. —*James Clay* [*L. O+*].

It does not mean *never* force your partner if weak in trumps yourself; but it means if you see a good chance of making more tricks by not forcing your partner than you could make by forcing him, then refrain from the force; but you should always remember that it does not follow that your partner must take a force, even though you offer it him.—*A. W. Drayson* [*L+A+*], "*The Art of Practical Whist*."

It is usually very difficult to convince the beginner that the weaker he is himself, the more reason he has for forcing the adversaries to trump his good cards. He is constantly falling into the error of changing from a good suit, which the adversaries cannot stop without trumping, to a weak suit, which allows them to get into the lead without any waste of trump strength.—*R. F. Foster* [*S. O.*], "*Complete Hoyle*."

When the player forced holds only four trumps, he trumps with his fourth best. If he then leads a low trump, he goes on with his lowest remaining card. * * * When the player forced holds five trumps, he takes the force with his fourth-best card. If he next leads a low trump, he continues with his lowest. * * * The rule of taking the force with the fourth best, holding five trumps, is subject to a rather large exception. When the fourth-best trump is of such value that taking the force with it may imperil a trick later on, it must be reserved. For instance, with such cards as king, knave, nine, seven, three, a careful player would rightly trump with the three and lead the seven. For the time, partner is not informed as to the number of trumps held. * * * With more than five trumps, the fourth best would frequently be too high to trump with for the mere sake of showing number. * * * The simplest way of treating six-card suits is to trump with the penultimate, and then to lead the

fourth best. When the small trump comes down later, the original possession of six is shown.

When, after a force, the player holds such high trumps that he has to open the suit with a high card, he leads according to the number of trumps he now holds, not according to the number he held originally.

The foregoing instructions assume that the trump lead is of the leader's own motion. If, for instance, his partner had called for trumps, he would follow the ordinary book rule, viz., with three trumps, trump with lowest and lead highest; with four trumps, echo with penultimate and lead from highest downwards; with five trumps, echo with penultimate and lead lowest except with ace, that card being led irrespective of number after a call.—"*Cavendish*" [*L. A.*], "*Whist Developments*," *1891*.

Forced Discard.—A discard from your best protected suit because the adversaries have shown great strength in trumps.

Forced Lead.—A lead which is undesirable, but which is forced upon the player as the lesser evil, owing to the condition of his hand. Forced leads are original leads made from suits of three or less, because you have nothing better. Your only long suit may consist of four cards all below the nine, or of four small trumps. In such case it is better to lead from a short suit, in the hope that it may strengthen partner's hand.

Players who play what is called the short-suit game, do not regard a lead from three cards or less as forced, but give it the preference, unless they have overwhelming reasons for trying to establish and bring in a long suit. (See, "Long-Suit Game," and "Short-Suit Game.")

The original lead from a suit of three or less is regarded by long-suit players as forced.—*Val. W. Starnes* [*S. O.*].

If you can place all the cards from the one led to the ten inclusive, the lead is forced. If you can place all the cards from the one led to the nine inclusive, and can also locate the ace, the lead is forced. If you can place all the cards but one, from the one led to the ten inclusive, and can also locate the queen and jack, the lead is forced.—*Dr. Bond Stow* [*L. A.*].

You are sometimes forced to open a numerically weak suit; that is, a suit of less than four cards. * * You may get in the lead after a round or two, and the character of your hand may force you to open a three-card suit. When you are forced to do this, and your three cards are in sequence, open with the highest, no matter what the cards are.—*C. D. P. Hamilton* [*L. A.*], "*Modern Scientific Whist*."

It will sometimes happen that the only four-card suit in the leader's hand will be trumps, which it is not desirable to lead. In such cases, if there is no high-card combination in any of the short suits, it is usual to lead the highest card, unless it is an ace or king. Many good players will not lead the queen from a three-card suit, unless it is accompanied by the jack. All such leads are called forced, and are intended to assist the partner, by playing cards which may strengthen him, although of no use to the leader.—*R. F. Foster* [*S. O.*], "*Complete Hoyle*," *1897*.

When your only long suit is very weak, you may resort to a three-card-suit lead. The highest is usually lead from three, except as shown below:

FROM	LEAD	THEN
A K Q,	K	Q
A K J,	K	A
A K and 1 low,	K	A
A Q J,	A	Q
A Q and 1 low,	lowest	
A and 2 low,	"	
K Q J,	K	Q
K Q and 1 low,	K	Q
K J 10	10	K
K and 2 low,	lowest	
Q J 10,	Q	J
Q and 2 low,	lowest	

From any other three cards, lead the highest. If you know the suit is your partner's, by his discard of it on opponents' lead of trumps, or their lead of other suits, lead the highest of any three.—*Fisher Ames* [*L. A.*].

Forming the Table.—Getting the requisite number of players together at a table to play whist, especially in regular clubs; if more than the required number be present, the selection of four players in a manner fair to all concerned.

If there are more than four candidates, the players are selected by cutting, those

first in the room having the preference. The four who cut the lowest cards play first, and again cut to decide on partners; the two lowest play against the two highest; the lowest is the dealer, who has choice of cards and seats, and having once made his selection must abide by it.

When there are more than six candidates, those who cut the two next lowest cards belong to the table, which is complete with six players; on the retirement of one of these six players the candidate who cut the next lowest card has a prior right to any after-comer to enter the table.—*Laws of Whist* (*English Code*), *Sections 16 and 17.*

Those first in the room have the preference. If, by reason of two or more arriving at the same time, more than four assemble, the preference among the last comers is determined by cutting, a lower cut giving the preference over all cutting higher. A complete table consists of six; the four having the preference play. Partners are determined by cutting; the highest two play against the lowest two; the lowest deals, and has the choice of seats and cards.

If two players cut intermediate cards of equal value, they cut again; the lower of the new cut plays with the original lowest.

If three players cut cards of equal value, they cut again. If the fourth has cut the highest card, the lowest two of the new cut are partners, and the lowest deals. If the fourth has cut the lowest card, he deals, and the highest two of the new cut are partners.

At the end of a game, if there are more than four belonging to the table, a sufficient number of the players retire to admit those awaiting their turn to play. In determining which players remain in, those who have played a less number of consecutive games have the preference over all who have played a greater number. Between two or more who have played an equal number, the preference is determined by cutting, a lower cut giving the preference over all cutting higher.

To entitle one to enter a table, he must declare his intention to do so before any one of the players has cut for the purpose of commencing a new game or of cutting out.—*Laws of Whist* (*American Code*), *Sections 2–6.*

Foster, R. F.—A noted whist author, teacher, and expert player; the chief opponent in this country of "Cavendish" and the American leads; an aggressive advocate of the old leads and the so-called short-suit game. He was born in Edinburgh, Scotland, May 31, 1853, and came to America in 1872. He was educated for the profession of architect and civil engineer (like Dr. Pole, another leading whist authority), but in 1888 began to devote all his time to the teaching of whist, in response to the many demands for his services. In 1889 his "Whist Manual" was published, following closely upon his invention of the "self-playing whist cards" (*q. v.*). In the "Manual" he tells us his object was simply to arrange the matter common to all books on whist in such a manner as to render it easy for the student. "The recognized authorities were pretty closely followed, and little or no discussion was entered into as to the merits of their various teachings." On the other hand, however, systematic exercises with the cards were given for the first time; the play of the second hand was simplified, and his discovery of the "eleven rule" (*q. v.*) announced. A second series of self-playing cards and a "Pocket Guide to Modern Whist" followed, and in 1894 "Duplicate Whist and Whist Strategy" was published. In the latter the author made a wide departure from the course pursued by him in the "Manual." He announced his rejection of "the invariability of the lead from the longest suit, whatever the score; the reckless giving of information, whatever the hand; the useless and confusing system of leads, erroneously called American; the assumption that the discard is always directive; the total disregard of finesse and tenace; and the refusal to acknowledge the merits of the short-suit game."

In 1895 Mr. Foster published a highly original work, entitled "Whist Tactics," in which he embodied the results of a notable whist match by correspondence (*q. v.*)

which had been previously instituted by him. The 112 hands played in that contest were taken by him and analyzed, with a view "to ascertaining, not what should be done, so much as what is done by the best players, under the most favorable conditions." The results were both interesting and instructive. In his latest work, "Foster's Complete Hoyle" (1897), which will probably remain his *chef-d'œuvre*, Mr. Foster has given a brief statement of the methods adopted by all the various schools of modern whist-players, and has added to the description of the standard game that of some twenty varieties of whist, such as "bridge," "boston," "cayenne," and "solo whist." In the series of sixteen books which he began preparing for Brentano's Pocket Library in 1897, there is no work on whist, but all the other important card and table games are dealt with.

Mr. Foster resides in New York, and is the whist editor of the New York *Sun*. As such his influence is widely felt in the whist world, perhaps even more so than through his books. He is also a frequent contributor to other publications, his recent series of articles (1896–'97) in the *Monthly Illustrator*, and his weekly articles in the Rochester (N. Y.) *Post-Express*, containing much valuable and interesting matter, although tinctured with his likes and dislikes, which are very strong. His position on whist in general is thus defined for us by one who speaks for him with authority: "Mr. Foster is opposed to all arbitrary conventions, which merely complicate an already very difficult game. Years of patient study and analysis have failed to show the slightest advantage in American leads, or any of the modern conventions. That good winning whist can be played without any such adventitious aids was proved by the Manhattan team, who never lost a match, although they played all comers during the winter of 1895–'96. Foster was captain of this team, and played in every game. They led supporting cards from short suits when they had hands of only moderate strength, finessed freely, and paid great attention to tenace positions. In the New York *Sun* of February 23, 1896, it was shown that in all the championship matches played in this country, the player who opened long suits only took four tricks in them, to five won by their adversaries, without trumping. Foster claims that the only faculty used by modern players is attention; the reasoning powers are never called into play." He prefers to call his own style of play the "Common-Sense Game" (*q. v*).

Mr. R. F. Foster is a native of Edinburgh, but he settled in and learnt his play at New York. When the firm of Mudie & Sons, of 15 Coventry street, passed through the press, in 1890, his "Whist Manual," there appeared on the title-page the notification that it was written "by R. F. Foster, New York."—*W. P. Courtney* [*L+O.*], "*English Whist.*"

Mr. Foster's fame chiefly rests on his invention of the eleven rule, and his opposition to American leads and long suits. Neither ridicule nor abuse has been able to move him from his position; and, as pointed out by Bond Stow, the well-known analyst, his arguments remain unanswered to-day. Both in theory and practice, his philosophy of whist has proved to be the best.—*Rochester (N. Y.) Post-Express, October 10, 1896.*

Fourchette.—Two cards of a suit, one of which is next higher and one next lower in value to the card led; as, jack and nine are a fourchette when the ten is lead.

The fourchette is one of the most common defenses of the second hand. It consists in playing the higher card when holding the one immediately

above and below the one led. Its most frequent use is in covering strengthening cards.—*R. F. Foster* [*S. O.*], "*Whist Tactics.*"

Four Signal.—A signal by which the player shows the possession of four trumps, but does not ask to have them led, his hand not being strong enough to warrant this. It is made in a plain suit led originally by the adversary, and is played with three small cards in the following order: The second best first; the highest (not above an eight), next, and the lowest last. It may also be made on partner's lead in any suit except his long suit, in which it is the duty of the third hand to unblock. It may be turned into a trump signal on the second round, should it be deemed wise by that time to ask to have trumps led. The four signal is objected to by many because it conflicts to a certain extent with the plain-suit echo. "Cavendish" does not approve of it, terming it a fad, and Foster also is on record against it.

The four signal seems to have had several independent births, being one of those cases where the same idea has suggested itself to several minds. Milton C. Work, in his "Whist of To-day" (1896), says: "The four signal is a device first suggested by the writer in 1880, and since that time used in every match in which he has played." But R. A. Gurley, of Denver, Col., gives a circumstantial account, in Boutcher's "Whist Sketches" (1892), of his first suggesting the play in 1876. Mr. Gurley says:

"The four-trump signal and its history, in so far as I am concerned, is in brief: During 1876 there was considerable rivalry manifested among a few of us players in this city [Denver]. Particularly was this true of E. P. Jacobson and self, on one side, and my brother (C. D. Gurley) and John L. Jerome, on the other. We had played a sort of neck-and-neck race for over two years, neither deriving much vantage ground. We were playing the seven-point game. On the evening of the Hayes-Tilden election, in November, 1876, Jacobson and myself were to meet my brother and Jerome at Jerome's house, to have a sitting. On the way up I asked Jacobson if it did not often happen that he held four trumps, and would greatly desire to play out a trump if he could feel certain that his partner had four, or would be able to echo if only three strong ones—ace, king, and small, or king, queen, jack. He answered that was often the case, and cited many instances where the odd trick was lost by adversaries trumping in on our long and strong suit; whereas, if he knew I held four trumps, he would lead them earlier. I then asked him how it would do to make the four-trump signal in the following manner, viz.: To play, in plain suits led by others, or partner first, next to the lowest, then next higher, and afterwards the lowest. We agreed on this method. In 1883, being a guest at the old Buffalo (N. Y.) Club, I introduced it there, and I understand that some of their strongest players adopted it. It is possible that the signal was played in the East before we adopted it, but I had never heard of it, and in all my whist life, at other places, I never heard of it until Trist called my attention to an article in the London *Field*, in February, 1889, when I was in New Orleans."

Mr. Work, when his attention was called to Mr. Gurley's statement, did not question it in any way, but simply said it was a case where each undoubtedly had inde-

pendently arrived at the same conclusions. He had never heard of any employment of the signal before he suggested and introduced it in the play of the Hamilton team. *Whist* of September, 1892, stated that the Hamilton team were at that time making use of the four signal, "which they claim to have invented."

The four signal is sometimes used in the trump suit as a sub-echo, to show three trumps exactly. — *R. F. Foster* [*S. O.*].

It is not often that it is completed in time to be of use, but is frequently turned to good account by changing it into a call on the second round. Some players are very confident that it is a powerful aid to strategy, while others reject it as useless. I do not approve of it, because it conflicts with the much more useful plain-suit echo, and because it often misleads your partner to believe you can ruff. * * * Probably the four signal will always be part of the game, and every player should know it when he sees it.—*R. F. Foster* [*S. O.*], "*Whist Strategy*," *1894*.

The four signal is a device first suggested by the writer in 1880, and since that time used in every match in which he has played. He has found it to be a decided trick-winner, even against the strongest opponents. * * * One of the advantages of the play is that it can, on the second trick, be turned into either a signal or echo, as the exigencies of the case may demand—the former, should the situation change so as to render a trump lead advantageous; the latter, should the partner lead or call for trumps prior to that time.—*Milton C. Work* [*L. A. H.*], "*Whist of To-day*."

Grave objections may be urged against the four signal. The concealment of a small card from partner during two rounds of a suit may cause him to misplace all the remaining cards of it, and may result in his playing the remainder of the hand on erroneous assumptions, until he is set right by the lead of a third round of his suit, or by some other means, such as a discard. The more observant and skillful the partner, the more likely is he to be misled by such play, or, at least, to be put to guessing by it. A more formidable objection, and one more readily comprehended, is probably to be found in the fact that when the four signal is developed, later in the game, it tells the adversaries just what it is to their advantage to know, viz., that the possessor of four trumps is not strong enough to lead them, unless he finds some assistance from his partner. The opponents, acting on this information, will shape their course accordingly, by endeavoring to force the four signaler, and then to draw his residual teeth, or to weaken him in other ways patent to whist-players. It cannot, however, be denied that the four-signal fad has the approval of a number of distinguished players. Therefore it must not be hastily disparaged; perhaps the Scotch verdict of not proven may meet the case as it at present stands.—"*Cavendish*" [*L. A.*], *Scribner's Magazine, July, 1897*.

Four-Spot.—A low card, the eleventh in rank in the pack. It is led only as a fourth best in the American leads, or as a penultimate or antepenultimate in the old leads. In the Howell (short-suit) system, the lead of five, four, three, or two indicates the long-suit game (which is occasionally played by short-suiters), with probably a good suit and certainly trump strength; it is a command to partner to lead trumps, if he gets in early.

Fourteen Rule, The.—P. J. Tormey, of San Francisco, has elaborated Foster's eleven rule into a formula which makes it much easier of explanation to beginners, because the reasoning is so apparent.

The ace being counted high in whist, makes the denominations of the cards run from two to fourteen. When a player leads fourth best he remains with three higher cards in his hand, and adding to the denomination and subtracting the sum from fourteen, gives the number of high cards originally held by the other players. For example: A player leads an eight; he holds three higher cards, which makes the sum eleven, and this taken from fourteen gives three, which is the number of high cards in the suit held by the other players.

Fourth-Best Lead.—The lead of the fourth-best card in a suit, counting from the highest held. This lead is an important factor in the system known as American leads (*q. v.*), and was almost simultaneously suggested by N. B. Trist and "Cavendish," their letters crossing each other on the ocean. Prior to this, leads somewhat akin to the fourth best had been introduced—the "penultimate" lead from five by "Cavendish," and the "antepenultimate" from six by A. W. Drayson. These were indicated and counted from the bottom of the suit; but the fourth best was an improvement, inasmuch as it provided a broad general rule, embracing leads from all sizes of suits, from four cards up, which did not contain a high-card combination to lead from. The counting was done from the top instead of from the bottom, and always showed, not only number, but the possession of exactly three cards higher than the one led. The idea was nearly stumbled upon in England as early as 1875, as will be seen from the following extract from the *Westminster Papers* of January, 1875, in which occurs the first mention of counting from the top: "We have the opinion, never published, of a personal friend, that while you ought to lead the lowest card in four-suits (*i. e.*, in suits of four), you should lead the third from the top in five-suits."

The first maxim of the American leads says: "When you open a suit with a low card, lead your fourth best." The second maxim is to this effect: "On quitting the head of your suit, lead your original fourth best." Trist and "Cavendish" were both agreed upon this until 1892, when "Cavendish's" doubts were aroused by a communication from W. S. Fenollosa, published in the *Field* of August 13. Mr. Fenollosa pointed out that the principal advantage obtained by the selection of a small card is that it enables partner to count number. He therefore proposed that on leading a high card, and then a low one of the same suit, the selection should be the fourth best of the small cards remaining in hand. The lead of the original fourth best, it was pointed out, gave the second hand an opportunity of a sure finesse, without any corresponding advantage to the leader or his partner; but the lead of the fourth best remaining in hand, except in very rare cases, did not give the second hand this advantage. "Cavendish," in *Whist* for September, 1892, says he thinks Mr. Fenollosa's proposed play "is sound in principle," although he has not yet had an opportunity of testing it in actual play, and he also wished to consult with Mr. Trist before giving it his adherence. This he subsequently did, but Mr. Trist preferred the lead as first formulated. (See, "American Leads, History of.")

The fourth best is led from all suits of four or more that do not contain one of the five high-card leads.—*C. E. Coffin* [*L. A.*], "*Gist of Whist.*"

The lead of the fourth best stands upon unoccupied ground, and pushes nothing else or better out of the way.—*R. F. Foster* [*S. O.*], *Whist, June, 1894.*

A good deal of valuable space is wasted on the question of leading fourth or fifth best after ace, when holding ace and four small. The common-sense game has settled that question long ago by leading the ace when a player is "running," and the small card, not the fourth best, when he is playing the invitation game.—*R. F. Foster* [*S. O.*], *New York Sun, July 11, 1897.*

When there is no high-card combination in the suit selected for the lead, it is usual to lead the penultimate of five, or the antepenultimate of six, now commonly known as the fourth best, counting from the top of the suit. This is of no advantage to the leader, but is considered by most good players as of great use to his partner, because it shows him just

how far from established his good suit is. —*R. F. Foster* [*S. O.*], "*Whist Tactics*," *1896*.

Then came the principle of the fourth best from Mr. Nicholas Browse Trist, of New Orleans. * * * Mr. Trist modestly disclaims having made any discovery here. He persists in handing over to me the credit, such as it may be, of starting the notion of leading any other than the lowest card when opening a strong suit with a low one. I persist in handing over to him the credit of *having erected into a principle* what was previously a rule of play.—"*Cavendish*" [*L. A.*], *Whist, January, 1894*.

The first edition of this book was published in 1879. Up to that date it had been the practice to lead the penultimate card from any suit consisting of five or more. * * * Having during many years adopted a different lead, I called attention, in the first edition of this book, to the system I had practiced, which was to lead the penultimate with five in a suit, the antepenultimate with six. I devoted four pages of the book to demonstrating the advantages of this lead, which may be called the penultimate and antepenultimate, or the fourth-best card, according to taste.—*A. W. Drayson* [*L+A+*], "*The Art of Practical Whist*" (*Appendix to the fourth edition*).

The eight, seven, six, five, four, three, two are led, as original leads, only as fourth-best cards, and, as in the case of a high card being led, represent the best suit in hand. The leader has exactly three cards in the suit higher in rank than the card led, and an inference is that these three cards are not high cards in sequence. When a low card (plain suit) is led originally, the leader cannot hold of the suit led ace and king; king and queen; queen, knave, and ten; or king, knave, ten; the ace is also denied if the fall shows that the leader has any card of the suit lower than the card led, as with more than four the ace is usually led.—*C. D. P. Hamilton* [*L. A.*], "*Modern Scientific Whist*."

Should the original fourth best, or fourth best of those remaining in the hand, be led after an original lead of an ace, from ace and four or more small ones? Of course, if the leader is one who does not lead ace originally, *cadit quæstio*. If he lead ace, and continues the suit, there is a division of opinion as to the best card with which to proceed. From a careful analysis, made by the present writer, it seems to be a case of six of one and half a dozen of the other, or nearly so, with a very slight advantage (as it appears to him) to the lead of the fourth best remaining in the hand. The difference, however, if any, is so trifling, and its determination depends upon so many factors, that no one can be said to be wrong in adopting either method.—"*Cavendish*" [*L. A.*], *Scribner's Magazine, July, 1897*.

The question next arises, Which card of the strong suit should be led originally? The key to this problem is furnished by the remark that it conduces to the ultimate establishment of a suit to keep the high or commanding cards of it in the hand that has numerical strength. * * * From four cards, then, you lead your lowest, or *fourth best*. From more than four cards you still lead your fourth best, as a card of protection and information. * * * There are two exceptions to the rule of originally leading the fourth best of a strong suit: (1) When you lead from ace, with four or more small ones, in plain suits. In this case it is considered best to begin with the ace, lest the suit should be trumped on the second round. (2) When your suit contains certain combinations of high cards it is advisable to lead a high card, in order to make sure of preventing the adversary from winning the first trick with a very low card.—"*Cavendish*" [*L. A.*], "*Laws and Principles of Whist*."

Fourth Hand.—The player to the right of the leader; the last one to play to a round or trick. On the opening round of a hand, the dealer is the fourth hand, and is designated as Z in published schedules of play, being partner with Y against A–B. In duplicate whist, he is designated as west.

The old general rule to guide a player in this position is to take the trick, if not already his partner's, and to take it as cheaply as possible; but there are numerous exceptions to this in modern scientific play; as, for instance, when it is advisable to place the lead, or not to take it; to avoid blocking partner's suit, or to retain a card of reentry. The fourth hand also finds many opportunities to play false cards, although these are to be deprecated, except in desperate situations; even then it takes an expert to use them effectively.

Win the trick and endeavor, if possible, to do so without playing a false card.

Like all things that are difficult at first, you will find it becomes comparatively easy by practice.—"*Pembridge*" [*L+O.*].

Of the fourth player there is little to be said here except that it is his business to take the trick if he can, unless it is already his partner's, and if he cannot do so, to throw away his lowest card.—*James Clay* [*L. O+*].

Fourth-hand player is not merely a dummy, having but to trump a trick or win it, if he can do so by overplay. He must know when to take a trick, and when not to do so, though in his power. —*G. W. Pettes* [*L. A. P.*], "*American Whist Illustrated.*"

There is little for the fourth hand to decide upon, except between his play and his conscience. If he believes in the open game, let him win the tricks as cheaply as he can. If his object is to deceive, he will have abundant opportunity.—*R. F. Foster* [*S. O.*], "*Whist Tactics.*"

It is the duty of the fourth hand to win the trick if he can, and with the lowest available card, unless this trick be his partner's, or unless he wishes, for good reasons, to leave or place the lead in the hand of that player whose trick it may happen to be.—*A. W. Drayson* [*L+A+*], "*The Art of Practical Whist.*"

In this you have in most cases little to do but to win the trick as cheaply as you can. * * * Cases sometimes arise in which it is advisable to win a trick already your partner's; as, for example, to get high obstructing cards out of his way, or to enable you to lead up to a weak hand, or otherwise to alter the position of the lead. —*William Pole* [*L. A+*].

The play of fourth hand is usually comparatively simple, except when the position of the cards calls for some special play; as, refusing to take the trick against you, so as to place the lead to your or partner's advantage, or throwing a high card to get rid of taking a subsequent trick for the same reason, or to avoid blocking partner's suit.—*Fisher Ames* [*L. A.*].

The fourth-hand player who thinks he must take every trick that comes to him, simply because he can take it, has much to learn, and much to unlearn. * * * A great game is sometimes made by taking a trick his partner has already won, or passing the opportunity to take a trick, although in his power to do so.—*C. D. P. Hamilton* [*L. A.*], "*Modern Scientific Whist.*"

(1) Do not win the adverse trick when, by passing, you can throw the lead to your own or partner's advantage, or can hold up a card of re-entry that may be used more effectively on next round. (2) Win the trick already your partner's, when it is desirable to get high cards out of his way, or when, for any reason it is to your advantage to have the lead.—*C. E. Coffin* [*L. A.*], "*Gist of Whist.*"

The general rule for fourth-hand play is to take all the tricks against you that you can, and as cheaply as possible. It is sometimes an advantage, however, not to take the trick; as, when it is desirable to throw the lead in one of your opponents' hands, or where it is seen to be possible to take two tricks in place of one. Such exceptional cases, however, are rare, and it requires a player of long experience to detect them. — "*Cavendish*" [*L. A.*], "*Laws and Principles of Whist.*"

The player, fourth in hand, may be unable to win a trick except by ruffing, and ruffing may mean giving up all chance of commanding the run of trumps and bringing in a long suit; in that case, he would pass the trick. Or it may happen that the card of the suit with which he could alone take the trick would obviously be likely to serve as a re-entering card, after trumps were exhausted; in such case, if the chances were clearly in favor of that power of re-entry being obtainable in no other way, fourth hand should pass the trick. * * * In all such cases, a good general rule to bear in mind is that a certain trick ought not to be passed, unless there is a probability of making two by so doing.—*R. A. Proctor* [*L. O.*], "*How to Play Whist.*"

A case in which the fourth hand should not take the trick is when the trumps are established in one adverse hand, and the length in the suit led declared by the other. In such case, if the fourth hand has the master card of the suit led, and smaller ones, he should refuse to part with the master until he is satisfied that all the cards in the suit are exhausted in the hand still retaining the trumps, as otherwise, by winning the suit, he will merely clear it for the adversary. * * * There are cases in which it is not always well for the fourth hand to take with the lowest of a sequence. For example, holding the king, queen, and one small, and the play of one of the face cards being necessary to win the trick, it is often wise to take with the king, as the play of a false card may induce the original leader not to finesse if the suit is returned by his partner.—*Milton C. Work* [*L. A. H.*], "*Whist of To-day.*"

Freak Hands.—Hands in which unusual or highly remarkable combinations of cards occur, and to

which the ordinary rules of the game cannot well be applied. (See, "Phenomenal Hands.")

"French Boston."—This, like "Russian boston," is simply a variety of "boston." Among the differences are the following: Forty deals constitute a game, the first thirty-two being "singles," and the last eight "doubles." The rank of the suits is permanent, as follows: hearts, diamonds, clubs, and spades. The diamond jack always ranks as the best trump, unless diamonds are turned up, when the jack of hearts becomes the best trump, and the jack of diamonds takes his proper place, ranking below the queen. A player may take a partner, as at "solo whist."

French Game, The.—The national characteristics of the various nations are reflected in their whist. Thus, French whist has always been considered more brilliant and dashing than the careful, steady play of the Briton. Deschapelles was the great exponent and example whose play largely influenced that of his countrymen.

Inasmuch as whist was introduced into France from England, the game, in its early history, was much alike in the two countries, long whist, ten points, with honors counting, being followed by short whist, five points, with honors counting. Of late years, however, French players have taken kindly to the American idea of dispensing with the count of honors, and above everything else they have cultivated the dummy game—*i. e.*, whist with an exposed hand—which they call "*mort*" (*q. v.*). Their fondness for this style of game has given rise to the criticism of "Cavendish" and other authorities, who claim that whist, properly speaking, is not played in France, as they do not regard dummy as whist.

Nor is the dashing character of the French game so hazardous as men deem it generally. The frank lead of trumps is just as often security as rashness; and particularly in this case, when the player, perceiving that his own share in the combat must be that of a subordinate, at once devotes his whole strength to the support of his stronger partner. In this quick, almost instinctive, appreciation of the part assigned to him by fortune, the French player is vastly superior to the English.—*Blackwood's Magazine.*

"French Whist."—A variety of "Scotch whist," differing from the latter in regard to the ten, whose capture is the great object of the game. In "Scotch whist," the ten of trumps is sought after, and counts ten for those taking it; in "French whist," it is the ten of diamonds, and it counts ten for those winning it, whether it is trump or not.

"French whist," so called, is a variety of "catch-the-ten," and is played the same as English whist, with the following exceptions: (1) The game is forty points. (2) The honors count for those who win them, not for those who hold them. (3) The ten of diamonds counts ten for those who win it. It is not a trump unless diamonds are trump.—"*American Hoyle*," *1885*.

Fresh Cards.—If for any reason a player is dissatisfied with the cards which are being used, it is customary for him (at the clubs) to call for two new packs, at his own expense. He must call for them before the pack has been cut for the next deal, and give the dealer his choice of the two new packs.

Gambit Opening.—The lead of a supporting card from a weak hand at whist; a sacrifice lead, largely made use of by short-suit players. The idea is taken from the gambit opening at chess, where a player sacrifices a pawn at the beginning

of a game, and, after freeing his hand, plays for position and attack upon the exposed lines of his adversary.

There is this difference between the long-suit and the short-suit opening, that in the former the original leader and his partner try to win the first trick, whereas in the latter they only try to make the winning of the trick as expensive as possible for the adversary. This is the gambit idea in its integrity.—*E. C. Howell* [*S. H.*], "*Whist Openings.*"

This chapter [the play of the eldest hand, in Emery Boardman's "Winning Whist"] is by far the most interesting recent contribution to whist mathematics, as he comes to the conclusion from Pole's own figures that the gambit opening is a sound original lead from hands of ordinary or less than ordinary strength.—*D. R. W., in Whist, August, 1897.*

The original lead of a short suit may be a sacrifice. It is the gambit opening. It is the same as pawn to queen's bishop fourth, which is a free gift of a pawn that none but the most skillful chess-players will accept. This giving the adversary an apparent advantage at the start, the more successfully to trip him up, is a characteristic of many intellectual games, and whist is no exception to the rule.—*R. F. Foster* [*S. O.*], *New York Sun, March 22, 1896.*

It appears that the distinctive feature of the so-called short-suit game is in the opening lead, the afterplay of the hand being guided entirely by the fall of the cards. Openings in other scientific games, such as chess, are known by the names of their inventors—the Evans gambit, the Petroff, the Philador, the Ruy Lopez, the Steinitz, the Allgaier, the Cunningham, etc. As the short-suit opening is distinctively a gambit, and was originally suggested by Foster, and [has been] contended for by him for the past five years, call it the "Foster gambit." This would exactly define the game, restricting it to the opening lead, recognizing it as a sacrifice or gambit, and placing the praise or blame that the future may have in store for it where it belongs, on the shoulders of the father of short-suit whist.—*E. B. L., in New York Sun, July 12, 1896.*

Gambling.—Broadly speaking, gambling means to play for money in games of chance. Some people claim that playing for money only becomes gambling when more is risked than one can well afford to lose. According to this standard, it would not be gambling for a Rothschild to risk a million on a rubber of whist, or for an Astor to put up a similar amount on a game of poker. Where it is obviously so hard to draw a proper distinction, the safest rule is not to play for money at all; then the player is sure he is not gambling.

Although modern scientific whist is a game in which skill plays a more important part than chance, and betting on the result of play is almost unknown in America, the old style of whist, and particularly short whist as still played in England, has always been a game in which stakes figured to a large extent, especially at the clubs. At its very origin, whist fell into the hands of gamesters and sharpers, whose tricks were subsequently exposed by Cotton, Seymour, and Hoyle, although these played for money themselves, and stakes continued to be the rule of the game. In fact, after whist had been advanced to a state of respectability and taken up by fashionable and royal circles, we hear marvelous tales of recklessness in connection with it. It would be impossible to give them in detail in this volume. They form part of the history of gambling. Among the more familiar examples we may mention a few; as, for instance, that of Lord Granville, ambassador to France, who delayed a journey to Paris and played whist eighteen hours, while his horses were kept waiting for him; and when he finally tore himself away he was poorer by from eight to ten thousand pounds. Lord Sefton was one of a set at Brooks' Coffee-House that played hundred-guinea points, besides bets, as a regular amusement. Henry Lord de Ros at one time lost a rubber, on

which three thousand pounds was staked, by miscounting a trump. The accusation of cheating made against him on another occasion, and the public exposures which followed, were said to have given a severe check to gambling in England. It was well, in the face of cases like that of G. H. Drummond, of the famous Charing Cross Banking House, who lost £25,000 to Beau Brummel at one sitting, as well as his connection with the firm, who forced him to retire. The Duke of Cumberland is said to have made a wager of £20,000 on a single hand at whist, in which he held three aces, four kings, two queens, and two jacks, and yet did not take a single trick, nor did his partner take one. The change from the old ten-point game to the five-point game (or short whist), about the year 1810, is said to have originated in a gambling incident. Lord Peterborough having one night lost heavily, his friends proposed to give him the *revanche* at five points instead of ten, in order to afford him a quicker chance of recovering his losses. The plan was found so lively that those who played whist for money took the new style of game up, and long whist was practically a thing of the past. Betting at whist was also carried to excess in France and elsewhere on the continent. It is related that Field Marshal Blucher gambled heavily at whist during his stay in Paris, after the victorious entry of the allies in 1814. He usually lost all his money and all that his servant, who waited in the ante-chamber, could supply. He was very much given to cursing his luck in German. In a mild form—"just to lend interest to the game"—playing for money continues to be a feature of the game at English and other clubs, to-day; and one of the chief difficulties which the modern scientific game so strongly advocated by "Cavendish" and his school, encounters in England is this old love for table-stakes, which is found wherever the English game, with honors, is the rule. This reminds us of a curious little incident which may be found in *Chambers' Journal* for October, 1882, where it is related that a game of whist being proposed in a squatter's hut in New Zealand (other versions locate the occurrence in Australia), the stranger, who was the guest of the evening, inquired, "What points?" The ready answer came: "The usual game, of course—sheep-points, and a bullock on the rubber!"

At the same time it is curious to note that even the advocates or apologists for stakes frown upon what they call gambling, and declare that whist (even short whist!) is unsuited to that form of amusement. The American Whist League took a correct stand, and voiced the sentiments of the best whist-players in this country, when that powerful organization, at its very first congress, declared against all play for money, and took the ground that whist is worth playing for its own sake, and for the sake of the healthful mental training and recreation which it affords when rightly played.

At this writing (1897) another gambling wave seems to be sweeping over the English clubs, especially in London, where the whist tables are deserted for "bridge" (*q. v.*). The opponents of "Cavendish" are trying to hold his innovations responsible for this revolt, as if freemen could not play old-fashioned whist, or any kind they wished, in spite of his teachings. Rather let us call a spade a spade, and point to the habits en-

gendered by table-stakes as responsible for the temporary aberration. The gambling spirit which, in 1810, cut the old game in two, to make money circulate faster, has, in 1896-'97, taken up "bridge" in order to still further accelerate its travels.

Men thoroughly opposed to gambling have held whist in high esteem, as the game is entirely unsuited for gambling purposes.—*A. Trump, Jr.* [*L O.*].

The members of the club respect the unwritten law that the dignity of their game permits no wager.—*G. W. Pettes* [*L. A. P.*] (*Deschapelles Club Rules*), "*American Whist Illustrated.*"

There is no denying that the inborn propensities of the *genus homo* as a gambling animal appeared in the game of whist, as well as in many other gentlemanly amusements. The loug game [of Hoyle] was found too slow to allow the free circulation of money, and it was cut in two, producing short whist. Many whist enthusiasts protested against the undue preponderance of luck caused by the full retention of the value of all the honors with a score of only five (allowing more than double the winning score to be made in one fine hand), but in vain; the excitement of the turns of fortune was preferred to the milder stimulant of skill in the play, and short whist has been found unassailable in the public whist circles in England.—*William Pole L. A+*], "*Evolution of Whist.*"

Women are natural gamblers, although many would be filled with horror and indignation at being so classed; let them look at facts squarely and own the truth of the statement. All clubs to which women belong play for prizes. Sometimes at every meeting a prize is given, sometimes after a series of games; but always the end and aim is a prize of greater or less value, according to circumstances. I think I may safely say that ninety per cent. of these same women would be scandalized were the prize money of any amount instead of the equivalent. This same question of prizes brings out a sorry state of feeling among women, that of very bitter jealousy. Should one woman be fortunate enough to win several prizes in succession, there are hints of unfair play, and so on, that seriously mar the harmony of the meetings.—*Harriet Allen Anderson* [*L. A.*], *Home Magazine, July, 1895.*

But whist is not gambling; it is a game which calls forth some of the best faculties of the brain, and causes chance to succumb before science. * * * It is to be regretted that at most of the [English] clubs so fine a game should be placed out of the reach of many on account of the high points that are played. Whist is a study so pleasurable in itself that it can entirely dispense with the pernicious excitement of the gambler; to play for points, which may involve a heavy pecuniary loss, is utterly destructive of the beauty of the game; instead of a pleasant, intellectual excitement, it then degenerates into anxiety, and is the fruitful parent of ill-temper, worry, and a feverish state of things utterly at variance with the spirit of the game. * * * Half-crown points are quite sufficient to create excitement, * * * but when it comes to crowns and pounds, or ten-shilling points, and a fiver on the rub, or pounds and fives, a few nights of misfortune signify the loss of a small income. Whist should be played for the love of the game, and not for the money it may be the means of obtaining. —*A. C. Ewald, in* "*The Whist Table.*"

Game.—A game of whist is a contest between four players, two on each side, to see which can first score a certain number of points. The number of points necessary to make in order to win is called the game. The English, or short-whist, game consists of five points, counting honors. The American game consists of seven points, not counting honors. The word is sometimes used to denote correct play; as, for example, "It was the game to cover the honor led." (See, also, "Open Game.")

A game consists of five points. Each trick above six counts one point.—*Laws of Whist* (*English Code*), *Section 2.*

Try and forget the little vexations, and make the game what it should be, an *amusement* for *gentlemen.—Fisher Ames* [*L. A.*].

The game is finished when, one side having gained it without dispute, the cards are reunited in one mass.—*Deschapelles* [*O.*], "*Laws*," *Section 130.*

To play a strong game you must play so as to make your own hand as clear as possible to your partner.—*A. W. Drayson* [*L+A+*], "*Art of Practical Whist.*"

A game consists of seven points, each trick above six counting one. The value of the game is determined by deducting the losers' score from seven.—*Laws of Whist* (*American Code*), *Section 1.*

When the adversaries are four to your love [in the English game], you must play quite a different game from that which you would play at love-all. Again, if you are four and the adversaries love, it would be absurd to play a game which might win you three or even two by cards, but might lose you the trick.—*A. W. Drayson* [*L+A+*], "*The Art of Practical Whist.*"

Game, Each Playing His Own.—An amusing story is told in *Whist* of July, 1896, concerning J. P. Wooten and C. D. P. Hamilton, two advocates of diametrically opposed systems of play, who happened to be partners in the contest for pairs at the congress of the American Whist League. Before commencing play Wooten begged Hamilton to try short suits for once; but Hamilton, true to his principles, declined; so he staunchly demonstrated his belief in American leads, long suits, echoes, sub-echoes, four signals, etc., in spite of Wooten's attempts to coax him by leading singletons and supporting cards. When the play was over, each shook hands with the other and hoped he had not thrown him down. Imagine their surprise when they found that they had nearly won the prize, only one pair having a higher score than theirs. "If you had shown me five," said Hamilton. "No, sir; if you had led me a sub-sneak," said Wooten, "we would have won in a walk."

"German Whist."—One of the numerous and least objectionable variations of whist. It is played by two persons. Thirteen cards are dealt to each player, and the twenty-seventh card is placed face upwards upon the remainder of the pack. The dealer's *vis-a-vis* plays first by leading a card, and the dealer follows suit, as in whist, or if he cannot, either trumps or throws away a useless card. The winner of the trick takes the trump card into his hand, and his opponent takes the next card, without, however, showing its face. The third card on the pack is now turned up and goes to the winner of the second trick, the loser again drawing the one underneath; and so on, until the rest of the pack is exhausted. Thus each player receives and plays twenty-six cards in all. Each game is complete in one deal. The player who takes the most tricks wins. There is also a two-handed variety of "Chinese whist" which somewhat resembles the above.

"German whist" is played by two players, and introduces the element of replenishing the hand after each trick by drawing cards from the remainder of the pack until the stock is exhausted. * * * When the talon [or stock] is exhausted the thirteen cards in each hand should be known to both players, if they have been observant, and the end game becomes a problem in double dummy.—*R. F. Foster* [*S. O.*], "*Complete Hoyle.*"

Going On With a Suit.—To go on with a suit is to continue to lead it, after having opened it. It may be trumped by an adversary, but, having established it, you draw all the trumps and then go on with it again.

Graham's Coffee-House. — A famous headquarters for whist, situated at 87 St. James street, London. Here, for many years, the most scientific whist-players were wont to congregate, and many notable contests took place; and here it was where Lord Henry Bentinck devised the "trump signal" (*q. v.*). The frequenters of the place formed what was known as Graham's Club, the name being taken from the proprietors of the house, father and son, who kept it successively. On December 31, 1836, the club was temporarily dissolved for the

purpose of excluding a dozen undesirable members who had crept in, and who were kept out upon its reorganization, which occurred immediately. The club was permanently dissolved a few years later. Its quarters are now occupied by what is known as the St. James Club.

There is a well-authenticated story of the late Lord Granville's devotion to whist. Intending to set out in the course of the afternoon for Paris, he ordered his carriage and four posters to be at Graham's [Coffee-House, London] at four. They were kept waiting until ten, when he sent out to say that he should not be ready for another hour or two, and the horses had better be changed. They were changed three times in all, at intervals of six hours, before he started.—*A. Hayward* [*O.*], "*Whist and Whist-Players.*"

Grand Coup.—The grand coup consists in throwing away a superfluous trump to avoid the lead; or, in taking partner's trick by trumping, in order to be able to throw the lead back to him; or, in under-trumping a trick in order to avoid a subsequent lead.

According to my experience, the opporunity for playing the *grand coup* occurs about once in a thousand rubbers; to an individual player, about once in four thousand rubbers. I can only remember to this date [January, 1879] to have played it eight times.—"*Cavendish*" [*L. A.*], "*Card-Table Talk.*"

Every one who has played whist much must have observed the not unfrequent occasion when a player has found himself, probably in the last three tricks of the hand, with a trump too many. He has been obliged to trump his partner's trick, to take the lead himself, and to lead from his tenace instead of being led to, by which a trick is lost. The triumph of the great whist-player is to foresee this position, and to take an opportunity of getting rid of this inconvenient trump.—*James Clay* [*L. O+*].

Granville, Earl of.—A famous English whist-player and diplomat, who was named by Lord Henry Bentinck (*q. v.*) as one of the four best whist-players he ever knew. Lord Granville was born October 12, 1773, and was the youngest son of the first Marquis of Stafford by his third wife. In 1804 he was ambassador extraordinary and plenipotentiary to Russia, and subsequently ambassador to the court of France. He was created Viscount Granville, of Stone Park, August 12, 1815, and advanced to an earldom May 10, 1833. He died January 8, 1846.

When Henry Bentinck was asked for the names of the best whist-players that he knew, Lord Granville's name was first on his list; and across the "silver streak" an even greater authority, Deschapelles, the finest performer at the game that the world has ever produced, was repeatedly known to assert, that with Lord Granville as his partner, he would play dummy against an archangel.—*W. P. Courtney* [*L+O.*], "*English Whist.*"

Great Game, Playing a.—Playing with the object of making as many tricks as possible out of the hand, as distinguished from the more cautious procedure of "playing for the odd trick" (*q. v.*).

There are, generally speaking, two methods by which tricks may be made by cards, to which their intrinsic value might not necessarily entitle them. One is by the establishment of a long suit, the holder being left with the lead after the adverse trumps have been exhausted. * * * This course, as contradistinguished from "playing for the odd trick," was styled by the early writers as "playing a great game."—*Emery Boardman* [*L+A.*], "*Winning Whist.*"

Great Suit.—A suit of more than four cards, all of them very strong; a strong suit.

Guarded.—A high card is said to be guarded when one or more smaller cards of the same suit are held with it, to be played upon higher cards that may be led by the adversary.

The second card of a suit is said to be guarded if you hold a small one to play against the best card. Two "guards"

are generally required for a third-best card.—"*The Whist Table.*"

This combination is an important one, having an advantage analogous to that of the tenace; namely, that if the suit is led by your left-hand adversary, you are certain (bar trumping) to make your second-best card.—*William Pole* [*L. A* +], "*Theory of Whist.*"

Guerilla Tactics.—The tactics employed by players who employ short-suit leads in preference to leads from long suits. So named by long-suit extremists who hold that method of play in contempt.

"G. W. P."—See, "Pettes, G. W."

Hamilton, C. D. P.—One of the most thorough and masterly exponents of the modern scientific game, was born at Cochranville, Chester county, Pa., on December 10, 1851. His parents were strict Quakers, and he was educated in Quaker private schools. From early childhood he displayed a fondness for games, and at twelve years of age he was the champion checker-player of the village. He became infatuated with chess at the age of fourteen, and made his first set of chessmen from spools which came from his mother's sewing-basket. Later he became famous as a composer and solver of chess problems, and his compositions in this line have been published by chess editors the world over.

He made his first pack of cards from cardboard bought at the village store, and learned about every game of cards from all-fours to whist, and was deemed an expert, especially at cribbage and sixty-six. His attention was called to book whist early in the seventies, and this opened up a new and delightful vista to him. In 1880 he began to read and study the game, in company with three other players, at Easton, Pa., where he still resides. They were known as the Easton Quartette, and met at each other's homes twice every week. For four years they did little else in their leisure moments "but play, talk, read, study, dream, and discuss whist," to use Mr. Hamilton's own expression. All this time he made notes of every new theme and play that came up in practice, and soon he had several hundred sheets filled with valuable observations. He read every work on whist which he could buy or borrow, and became convinced that existing text-books were not as thorough and exhaustive as they should be to meet the wants of students, who might be as eager to learn as he himself was. So he resolved to write a book on the game, and for four years more he devoted his spare moments to this congenial task, and "Modern Scientific Whist" was the result. It was all written at night, mostly after the rest of the family had retired. A large share of the time was taken up in analyzing and proving that his position was sound, and he often spent weeks on a single phase or maxim. Starting without prejudice or bias, he continued with a determination to reject anything he found, by demonstration, to be unsound, no matter how it might run counter to his previous views.

This thoroughness of method, and honesty of purpose, was at once recognized in "Modern Scientific Whist," and its publication, in 1894, placed him at one bound among the foremost whist-authors of the day. It was pronounced the most complete work that had yet been published on the game, and the chapters on second and third-hand play, as well as those on discarding and critical endings, were found to be a revelation. A second edition

was published in 1896, with an appendix, in which the author gave his views upon several whist questions of the day. While a staunch and able supporter of "Cavendish," the long-suit game, and American leads in the main, he nevertheless differs from "Cavendish," and agrees with Mr. Trist, in leading the original fourth best on second round from ace and four or more, instead of the fourth best remaining, as practiced by the great English advocate of American leads. He also devotes a chapter to the Hamilton modifications of American leads, as originated and practiced by the famous team from the Hamilton Club, of Philadelphia, and fully endorses the improvements. (See, "Hamilton Leads.") He also gives Mr. Green's three signal an extended analysis, and suggests that it be given a practical test. (See, "Three Signal.")

Dr. Pole, in "The Evolution of Whist," praises Mr. Hamilton's book very highly as "the great American work which must be hereafter regarded as the *μέγα βιβλίον* of whist. He adopts, of course," continues Dr. Pole, "all the new latter-day modes of communication between the partners, but he largely extends the system; he follows up the influence this has on the general play of all the hands, and shows how great this influence has been. * * * It is a sign of the uncertainty and want of finality that still prevails in the latter-day game, that although Mr. Hamilton's book is founded on the same system that is explained in the latest editions of 'Cavendish,' yet there are many points on which the two authorities do not agree, as may be seen by the review of the book in the *Field* of May 26, 1894. However, the book is very interesting, as showing not only the astonishing change which the new improvements have wrought in the game, but the remarkable earnestness with which they appear to be studied in the New World."

Mr. Hamilton is one of the leading whist experts of America, and as an analyst probably has no superior in this country.—*Whist* [*L. A.*], *September, 1893.*

Mr. Hamilton's aptitude for investigation and analysis, coupled with his experience, has made him extremely acute as well as sound in reaching the pith of any knotty problem, or question of difference in whist system or whist play. As a whist-player he is flexible, adaptable, imperturbable, and deliberate. He is a master of whist strategy and resource in difficult situations.—*Whist* [*L. A.*], *February, 1893.*

Hamilton Leads. — American leads, with certain modifications, made by Milton C. Work and his fellow-players of the Hamilton Club team, of Philadelphia, and practiced by them in their play. These modifications consist in (1) leading ten (instead of queen) from queen, jack, ten; and (2) in leading fourth best (instead of ten) from king, jack, ten. The result is the simplification of the queen lead, which by the American leads is led from three combinations, and leaves partner in doubt as to whether king or jack is also held. By the Hamilton arrangement this doubt is removed.

The Hamilton modifications have found so much favor with leading players and authorities that by many it is thought their incorporation into the system of American leads will eventually be universal, although "Cavendish" at present still holds out mildly against them, because he is afraid the fourth-best lead from king, jack, ten is a trick-losing one. (See, also, "American Leads, Changes in.")

Another innovation, which is being used by many good players, is the lead of fourth best from king, knave, ten, and

others, in order to simplify the queen lead.—*Kate Wheelock* [*L. A.*], "*Whist Rules*," *1896*.

A recent examination of the king, knave, ten combination convinces the writer that the fourth best, and not the ten, should be led from this holding. If the lead of the ten from this combination is abandoned, it is then self-evident to all whist-players that the system of American leads will be improved by adopting the lead of the ten from queen, knave, ten, etc., as this eliminates all uncertainty, and renders all the high-card leads free, practically, from duality of inference.—*C. D. P. Hamilton* [*L. A.*], "*Modern Scientific Whist*."

With other players I analyzed 840 hands containing this combination [king, jack, ten], and obtained the following result: In 528 hands, it made no difference whether the ten or the fourth best was led; in 203 hands, the lead of the fourth best won 217 tricks over the lead of the ten; and in 109 hands, the lead of the ten won 126 tricks more than the lead of the fourth best. The results were conclusive, that the change to the fourth best from king, jack, ten, etc., with the change to the ten, from queen, jack, ten, etc., was * * * a trick-winner.—*T. E. Otis* [*L. A.*], *Whist, January, 1896*.

That the Hamilton idea simplifies the leads, and would be, in the long run, advantageous to the leader and his partner, goes without saying, were it not that the risk is run of losing tricks by leading small from king, knave, ten, etc., which is its necessary complement. The argument then is narrowed to this: Is it better to run the stated risk for the sake of giving valuable information at once? This question is not susceptible of decision by calculation; it can only be determined by a long series of experiments. Those who adopt the Hamilton scheme are of opinion that the occasional failure to obtain command in king, knave, ten suits is of less importance than the certainty of giving definite information by the first card led; those who reject the Hamilton lead, of course, hold the contrary. And, as before observed, when bands of experts differ on a given proposition, the probability is there is not much to it either way.—"*Cavendish*" [*L. A.*], *Scribner's Monthly, July, 1897*.

It is merely a modification of the system of American leads, which, it is thought, removes from them their greatest objection, to wit, uncertainty as to the combination of high cards from which the queen is led. * * * The only objection that can be urged to the lead of the ten rather than the queen from the queen, jack, ten combination is that it conflicts with the lead of the ten from king, jack, ten. This system proposes to do away with the latter lead altogether, making the king, jack, ten a combination from which the fourth best is led. * * * The argument in favor of the fourth-best lead from this combination seems to be a strong one It is, that the lead of the ten, from king, jack, ten, gives too great information to the second-hand adversary, as it enables him, with ace, queen, and one or more small cards, or with queen and one small one, to most advantageously cover the ten with the queen. The information that the lead of the ten conveys to the third hand does not, in any measurable degree, offset this, and the only argument that can be used in favor of its retention, is that it is necessary for the purpose of forcing a high card to take the trick in the case where the partner has not either the ace, queen, or nine. It is hard to understand, however, why it is more necessary, for the purpose of forcing a high card, to lead ten from king, jack, ten than from ace, jack, ten, as the latter is the stronger suit; and yet a high-card lead from ace, jack, ten has never been advocated.

The players of the Hamilton team, who have given the subject a thoughtful and careful test, in a long series of important matches, state as their unanimous opinion, as the result of that test, that in practical play the cases in which tricks are lost by the fourth-best lead from king, jack, ten are nearly offset by cases in which the retaining of the ten in the original leader's hand gives him the strength necessary to eventually establish his suit. If this opinion is sound, there can be no question that the doing away of the ten lead from king, jack, ten is an advantage, as it will be admitted that all the information it gives is far more valuable to the opponent than to the partner. Should this lead be abandoned, there can be no possible objection to the substitution of the ten for the queen from queen, jack, ten, and the strongest objection ever urged against the system of American leads is thereby removed.

The queen, if this modification is adopted, becomes a five-card-suit lead without exception, and always shows the presence of the king. The ten is led only from queen, jack, ten, and while it does not, on the first trick, show the number of the suit, the second trick generally gives that information, as the jack is played or led, as the case may be, with five or more, the queen with exactly four.

With this system adopted, the third hand, of course, beats a ten led by his partner, as he formerly did a queen, and *finesses* with the ace; but with king and one small, or ace, king, and one small, plays the king in order to unblock.—*Milton C. Work* [*L. A. H.*], "*Whist of To-day*," *1896*.

Hamilton Trophy.—The championship trophy of the American Whist League for teams of four representing League clubs. The trophy was tendered to the League, at its first congress in Milwaukee, 1891, by Dr. M. H. Forrest, a prominent member of the Hamilton Whist Club, of Philadelphia, and a man of wide culture, who had traveled extensively. Dr. Forrest's esteem for the game found expression in the gift, which he tendered in a letter which was read at the congress. He imposed no conditions upon the trophy, except that it should be contended for at duplicate whist by teams of four representing League clubs. Dr. Forrest was made an honorary member of the League. He died in 1894. The trophy was at first also frequently spoken of as the Forrest trophy.

At the sixth congress of the League, in 1896, it was decided "that the Hamilton Club Trophy be kept as a perpetual trophy, to be played for at each annual congress, and to be held by the club winning it until the next succeeding congress."

The trophy is in the form of a silver bowl, about fourteen inches in height. The shank is square in form, and ornamented with the figures of the four kings chased in relief. The bowl is ornamented with chased figures, and the base with four aces in relief. It has been successively won by teams of four from the following clubs:

1892 — Capital Bicycle Club, Washington, D. C. (Messrs. H. N. Low, W. T. Bingham, J. P. Wooten, and L. G. Eakin).

1893—Minneapolis Chess, Checkers, and Whist Club (Messrs. J. H. Briggs, J. F. Whallon, O. H. Briggs, and George L. Bunn).

1894 — University Whist Club, Chicago, Ill. (Messrs. J. L. Waller, W. Waller, J. H. Baldwin, and H. Trumbull).

1895—Hyde Park Whist Club, Chicago, Ill. (Messrs. R. M. Rogers, J. T. Mitchell, W. J. Walker, and R. L. Parsons).

1896 — Hamilton Whist Club, Philadelphia (Messrs. Milton C. Work, Gustavus Remak, Jr., E. A. Ballard, and Frank P. Mogridge).

1897—Philadelphia Whist Club (Dr. Joseph S. Neff, E. Stanley Hart, Leoni Melick, and W. T. G. Bristol, with T. A. Whelan as substitute for Mr. Melick, during the latter's illness).

The one criticism that *Whist's* New England correspondent feels constrained to make upon the seventh congress is concerning the plan of the championship or Hamilton Trophy contest. It was too long and arduous, just as it has always been, and still the individual matches played were not long enough to satisfy the old war horses. An endeavor to shorten it was made this year. What did the attempt amount to? The winner of the contest had to play 204 deals in five days, an average of forty-one per diem, which is inconsiderably less than the forty-eight that used to be required, and is too much when the inconclusive character of each match is considered. As a consequence, the finals of the championship contest were, as usual, a trial of endurance, in which several men were wrecked. One of the New England members of the 1897 tournament committee wanted to have the preliminaries of the championship contest fought out before the congress, but the plan received scant notice. The idea was to divide the country into not more than six or seven sections, have a series of club matches in each section during the winter and spring, and admit to the congress contest only the winners in the several sections. This plan is now being discussed.—*New England Corr., Whist, August, 1897.*

The chief interest, of course, centres in the play for the Hamilton Trophy, which carries with it the championship for teams of four. A different method has been tried at every congress, and none of them has been entirely satisfactory. Most of the plans proposed have been based on some scheme for limiting the entries or dividing them into sections, the winner of each to meet in the finals. * * * No scheme of play for the championship can ever be satisfactory in which the winner has not actually de-

feated every other contestant, either in the trial heats or in the final.

The tournament committee evidently agree with this view, for they propose that the preliminary rounds shall be played on Tuesday afternoon and evening, under the Howell system for fours, every team entered actually meeting and playing against every other. For the benefit of those not familiar with this method it may be explained that each team of four sits at its own table and plays one deal, or as many as the individual matches will consist of. The N and S pair remain at that table and in that position during the entire play of the tournament, but the E and W pair move round the room from table to table. In doing so they of course meet and play against the N and S pair on every other team. The scheme of moving the trays is such that when the E and W pair of team A play against the N and S pair of team D, the deal that they play will be same that will be played by the E and W pair of team D when they get round to the N and S pair of team A. The play on this deal, or on two or three deals, if there are so many at each table, forms a match between these two clubs, and the team winning the most matches makes the high score. At the end of these two sittings the eight clubs with the highest match score will be selected to play the finals, all those failing to get as good as eighth place being dropped. Each of the eight teams will then play a match of twenty-four deals against each of the seven other survivors, and the winner of the most matches will be the champion team for 1898-'99. As the last match will be played on Saturday afternoon, the evening will be available to settle any possible ties.—*R. F. Foster* [*S. O.*], *New York Sun, November 28, 1897.*

Hand.—The thirteen cards held by a player at whist; also, collectively, one deal of the cards. The second, third, and fourth hands are the players who play after the leader in each round, in the order indicated.

Never play a backward game with a strong hand.—*R. F. Foster* [*S. O.*], "*Whist Tactics.*"

No intimation, by word or gesture, should be given by a player as to the state of his hand or of the game.—*Etiquette of Whist* (*English Code*).

This [635,013,559,600] is the number of different hands which any single player at whist may obtain.—*William Pole* [*L. A+*], "*Philosophy of Whist.*"

Never know of good hands, or of poor ones. * * * The credit lies in playing each hand properly.—*G. W. Pettes* [*L. A. P.*], "*American Whist Illustrated.*"

In all the recorded games of duplicate whist, there is not one in which the same hand was played twice in the same way. —*R. F. Foster* [*S. O.*], "*Whist Tactics.*"

If you have a moderate hand yourself, sacrifice it to your partner; he, if he be a good player, will act in the same manner. —*Thomas Mathews* [*L. O.*], "*Advice to the Young Whist-Player.*"

No player should in any manner whatsoever give any intimation as to the state of his hand, or of the game, or of approval or disapproval of a play.—*Etiquette of Whist* (*American Code*).

A general order belongs to each hand held: to the first, play from your master suit; to the second, play your lowest card; to the third, play your highest card; and to the fourth, play whatever will take the trick. The rule is positive; the exceptions are powerful.—*G. W. Pettes* [*L. A. P.*], "*American Whist Illustrated.*"

The variety of hands that can be held are infinite. It is useless to speak of a million, because a million is an incomprehensible number; but we know that some men can hold trump and court cards to such an extent as to be sickening, while others appear to get neither trumps nor court cards.—*Westminster Papers* [*L+ O.*].

Hands, Arrangement of.—See, "Cards, Arrangement of."

Hands, Difficult, to Lead from.—The question, Which is the most difficult hand at whist to lead from? is a fascinating one, considering the many billions of combinations that are possible with the cards It is a fact, also, that what appears to be a difficult and dangerous lead, may turn out to be fortunate and advantageous owing to the combination of cards in the other hands; and, *vice versa*, what seems a tolerably safe lead may turn out disastrously. An approximate idea of some of the most difficult hands to lead from was recently obtained by Milton C. Work in the whist column of the Philadelphia *Press*, by means of a prize competition.

The nine most striking examples of such hands were selected and submitted to a committee, which determined the correct leads, and briefly gave the reason in each case, in the *Press* of November 21, 1897. We give the hands, the names of those proposing them as the most difficult, and the decision of the committee in each case as to the proper lead:

No. 1—From W. E. P. Duvall, of Baltimore, Md.
Trump, King Diamonds.
Spades 10, 5, 3, 2
Hearts 8, 6, 5, 4, 2
Clubs 2
Diamonds . . . . . Jack, 3, 2

Lead ten of spades; the best strengthening and least deceptive play; any other is more apt to result fatally.

No. 2—From A. Harvey McCay, of Baltimore, Md.
Trump, Queen Diamonds.
Spades . . . . . King, Jack
Hearts . . . . . Ace, Queen
Clubs 6, 4, 3, 2
Diamonds . . . . . King, Jack, 9, 8, 2

Lead six of clubs; it forces a lead up to some tenace, and may give partner a ruff.

No. 3—From F. W. Benson, of Philadelphia, Pa.
Trump, Queen Diamonds.
Spades 4, 3, 2
Hearts 4, 3, 2
Clubs 4, 3, 2
Diamonds 5, 4, 3, 2

Lead four of spades, hearts, or clubs; less apt to be damaging than a trump lead.

No. 4—From Frank P. Mogridge, of Philadelphia, Pa.
Trump, Three Spades.
Spades . . . . . Ace, King, 10, 9, 4, 2
Hearts 10, 9, 7, 3, 2
Clubs . . . . . Queen
Diamonds . . . . . Jack

Lead ten of hearts; safest play; trumps can be led after a force without danger.

No. 5—From C. F. Lindsay, of Washton, D. C.
Trump, Queen Hearts.
Spades . . . . . Ace, Queen, 4
Hearts . . . . . Jack, 3, 2
Clubs . . . . . Queen, 6, 5
Diamonds 7, 6, 5, 2

Lead seven of diamonds; the least apt to result fatally of the four choices.

No. 6—From James S. Peckham, of Newport, R. I.
Trump, King Spades.
Spades . . . . . Ace, Queen, 10, 9, 7, 5, 3
Hearts 5, 4, 3, 2
Clubs . . . . . King, 2
Diamonds . . . . . None

Lead ace of spades; about as good a chance of catching the king by leading the ace as any other way; if unsuccessful in this respect, will at least force a lead up to the partner.

No. 7—From William S. Fenollosa, of Salem, Mass.
Trump, Three Spades.
Spades . . . . . King, Jack, 10, 8
Hearts . . . . . King, 9, 6, 5
Clubs . . . . . Queen, 10, 7, 2
Diamonds . . . . . Ace

Lead any spade, except king; the all round strength justifies a trump lead.

No. 8—From Charles W. Dana, of Wilkesbarre, Pa.
Trump, Nine Hearts.
Spades . . . . . Ace, King, 10, 7, 5
Hearts . . . . . Queen, 10, 8, 2
Clubs . . . . . Queen, 6
Diamonds . . . . . King, 8

Lead ace of spades; the most conservative play; the fall on the first trick will determine whether to continue the suit or shift to a trump.

No. 9—From Mrs. James M. Reagan, of Drifton, Pa.
Trump, Six Clubs.
Spades . . . . . None
Hearts . . . . . King, Jack, 7, 2
Clubs . . . . . Ace, Jack, 10, 9
Diamonds . . . . . Ace, Jack, 8, 6, 2

Lead ace of diamonds, instead of fourth best, because the hand is

blank in one suit; there is, therefore, probably some player who is very short of diamonds.

These examples are very interesting, not only on account of the difficulties presented in the choice in each instance, but as showing how professed long-suit advocates will frequently make use of short suit, or other irregular tactics, in extreme cases.

Hands, Illustrative.—See, "Illustrative Hands."

Hands, Instead of Points.—A writer in *Whist* for March and June, 1892, argues that to fix a certain number of points as a game of whist is irrational and unnecessary. The players, he holds, should enjoy absolutely equal privileges; *i. e.*, they should play four or a multiple of four hands. Every trick taken should be counted, and the score should be the difference in the number of tricks taken by the two sides.

We have seen something of this kind followed by players at straight whist, who made up a party for an evening's play. No special number of hands was agreed upon, but they played as long as they felt inclined. All the tricks taken by each side were counted, instead of those over a book, and the side which scored the largest number of tricks during the sitting was the victor by that many points. (See, also, "Scoring.")

Hands Played by Correspondence. — See, "Whist Match by Correspondence."

Hands, Unclean. — Cleanliness is next to godliness, and this applies with considerable force to the hands of the players at the whist table. A writer in *Fraser's Magazine* tells a story to the effect that Charles Lamb, noticing Hazlitt's soiled hands while playing with him, drily observed, "If dirt was trumps, what hands you would hold!" Courtney, in his "English Whist and Whist-Players," alludes to the story, but puts Martin Burney in place of Hazlitt, and makes a relative of the latter declare that Lamb never originated the joke, but that it "was made by a gentleman who never uttered a second witticism in the whole course of his life, and who thought it a little hard to be robbed of this unique achievement."

Harvard-Yale Whist Match.—See, "Whist in Colleges and Universities."

Hayward, Abraham.—A well-known contributor to the English magazines, who wrote a notable article on "Whist and Whist-Players" for *Fraser's Magazine* (vol. 79, page 487), which has often been referred to by subsequent writers. He was a contributor also to the *Quarterly Review*, and was supposed by many to have written for it the article on "Modern Whist," which appeared January, 1871, although "Cavendish" informs us that this is a mistake, and that Dr. Pole was its author. Hayward played whist at the Athenæum Club; he was not a player of the highest rank, but had great abilities as a critic.

Head.—To head is a phrase used in England, meaning to cover. The head of a suit means the highest card or cards in it.

Hearts.—One of the four suits into which a pack of cards is divided; one of the two red suits. In the original Spanish cards, from

which modern cards are derived, hearts were represented by cups (*copas*). The Italians have the same (*coppe*). The Germans early adopted hearts (*Herzen*), and the French did the same, naming them *cœurs*. English cards being derived from the French, hearts have become the recognized emblem.

High-Card Echo.—This echo consists in playing, third hand, an unnecessarily high card upon a small card led, when winning or attemping to win the trick. The idea is to show four of the suit led, and it is more frequently used in trumps than plain suits.

The high-card echo is a recent innovation in the third-hand play on small card led.—*R. F. Foster* [*S. O.*], "*Whist Tactics*," *1896*.

High-Card Game.—Generally speaking, the manner of play frequently adopted by novices, whereby they lead, successively, all the aces, kings, etc., from their best suits for the temporary advantage of taking a few tricks. Soon, however, the hand is left bare and useless. "Of all the systems of whist-play," says Foster, in his "Whist Strategy" (1894), "this is the most discouraging to a partner."

E. C. Howell, however, has made the high-card game one of the five methods of play, which are used in his short-suit system under varying conditions of the hand. When a player leads high cards (not according to the system of American leads, but from the top downward), he says to his partner, according to Mr. Howell: "Partner, here is a very strong suit, the only thing in my hand worth considering. Let me get what I can out of it, and then look out for yourself." This, however, is quite different from the bumblepuppy play of jumping from suit to suit in search of trick-winners, and ruining what, if otherwise used, might have proved a great hand.

High-Card Leads.—The leads from high-card combinations; the leads other than fourth best, in the system of American leads (*q. v.*); the lead of ace, king, queen, jack, or ten.

The opening of a high card from certain combinations is universally adopted for the purpose of *trick-winning*. The choice of the particular high card is a matter of convention, simply to give *information*. The information given is either (1) as to the remaining high cards in the hand (old system); or (2) the number of small cards in the hand (American leads).—*Ellis Ames Ballard* [*L. A. H.*], *Whist, April, 1894*.

High Cards.—The five highest cards, from ace to ten inclusive. Some writers on whist, notably G. W. Pettes, include the nine among the high cards.

Try to remember as many as possible of the high cards played, particularly those of your own and partner's long suits, that you may know when they are established.—*C. E. Coffin* [*L. A.*], "*Gist of Whist*."

High cards in plain suits are usually looked upon as more desirable than small trumps, because they are always good for tricks as long as the adversaries are able to follow suit, and are powerful forcing cards when the strength of trumps is against you.—*R. F. Foster* [*S. O.*], "*Whist Strategy*," *1894*.

High cards are led to take the trick and escape being trumped, to catch other high cards in opponents' hands, or to force out higher cards and promote the rank of those held by the leader; and also to indicate the character of the suit, and the number of cards held in it.—*Fisher Ames* [*L. A.*].

History of Whist.—See, "Whist, History of."

Holdings.—The cards held by the various players; the hands.

Holding Up.—To hold up is to underplay, in order to retain the commanding card of a suit; not to take a trick when you can; as, for instance, king being led, the second hand, having the ace, does not put it on. (See, also, "Underplay.")

This is a species of underplay, and consists in retaining the best card in hand for a round or two, in order to play it with greater effect later. It is quite effective when used with good judgment, particularly in the trump suit, or in plain suits after the trumps are out.—*Emery Boardman* [*L+A.*], "*Winning Whist.*"

Home Player.—One who plays whist at home, instead of at the club, or in matches; a player of domestic whist; a player of limited experience. In another sense, the home players are the players who accept a challenge, and engage the visiting or challenging team.

By home player is meant one who, from the comparative seclusion of a small place having no club, or from personal choice, plays the game mostly at home—in his own family circle, or with immediate neighbors.—*Cassius M. Paine* [*L. A.*], *Whist, November, 1892.*

Honorary Members of the League.—The by-laws of the American Whist League (article 2, section 5) provide that "individual whist-players, on nomination by the executive committee, may be made honorary members of the League by the unanimous vote of any annual meeting. Honorary members shall not be liable for any fee, nor shall they be eligible to office or privileged to vote at any meeting of the League, unless they are otherwise qualified."

The honorary members of the League, with the dates of their election, are as follows: Henry Jones ("Cavendish"), April 17, 1891; N. B. Trist, April 17, 1891; Fisher Ames, July 22, 1892; M. H. Forrest (since deceased), July 22, 1892; A. W. Drayson, June 22, 1893; William Pole, June 22, 1893.

Honors.—The ace, king, queen, and jack of trumps. Also, especially in America, the four highest cards, beginning with ace, in any suit. In the whist offshoots, known as "bridge," "cayenne," etc., the ten is also included among the honors.

The exact date when the ace, king, queen, and jack were first called honors it would be difficult to fix. It appears, however, to be somewhere in the beginning of the seventeenth century, when the primitive game of "trump" became "ruff and honours." The attachment of the extra value to the four highest cards of the trump suit thus marked an important era in the development of the game, which soon thereafter became "whisk," and subsequently "whist." Upon the introduction of short whist (five points, instead of ten as in the old Hoyle game), the honors were retained and counted at their full value, instead of being cut in two, or at least materially reduced, as they should have been. Thus it is possible in whist, as now played in England, for a player, singly, or in conjunction with his partner, to hold the four honors and count four points, leaving only one more point to be made by actual play in order to win the game. Thus luck becomes a larger element than skill. In America, honors are not counted in the game, which is made seven points, a compromise between the old ten-point game and the too-short game of five points, and thus skill becomes the more important factor in the game in this country.

It is a noteworthy fact that the American mode of scoring has caused at least one English author

to revise and issue an edition of his chief work to conform to it. "Cavendish," in 1895, published, in New York and London, an "American edition" of his world-famous "Laws and Principles of Whist," in which he says: "In the present edition the play has been made to conform to the American standard, and the examples and hands have been recast with the same object." Thus we have the progressive spectacle of an English author writing a text-book on whist, and treating it as played by single games instead of rubbers; omitting all references to singles, doubles, trebles, and rubber points, and abolishing the ancient custom of counting honors.

It is no secret that the committee appointed in 1863 to revise the laws of whist [in England] had the question of the reduction of honors brought before them; but they feared to make so large an alteration in the game, lest the new laws should only meet with partial adoption.—"*Cavendish*" [*L. A.*], "*Card Essays.*"

It has always seemed to me that by our English laws honors count too much, and thus chance, or luck, has too much influence on the result of the game. My partner and I may be at the score of three, and the adversaries also at the score of three; by careful play I may win the odd trick, but the adversaries hold two by honors and score game, and the odd trick, which I won, is not of the slightest advantage to me. Again, when the score is love-all, I hold four by honors, but lose the trick; the score is, therefore, four to me, one to the adversaries. In the next hand the adversaries hold four by honors, but I win the trick; and, as tricks count before honors, I win a double on that game, though I and the adversaries held similar cards. Had the order of the cards been reversed, and the adversaries had first held the four by honors, then they would have won a double on the game. These chances necessarily reduce the chances of good, sound play, and tend to make whist more a game of chance than of skill. * * * Eliminating honors, and making the game seven instead of five, are, I consider, great improvements in whist—*A. W. Drayson* [*L+A+*], "*Whist Laws and Whist Decisions.*"

Honors, Scoring.—In the English game, honors must be called or audibly announced at the end of the hand, before the trump card of the following deal has been turned, or they cannot be scored. Once claimed, they may be scored at any time during the game.

The English code (section 3), provides that honors shall be reckoned as follows: If a player or his partner, either separately or conjointly, hold the four honors, they score four points; any three honors, they score two points; only two honors, they do not score, being even.

Howell, Edwin C.—A leading short-suit advocate and player, originator of the Howell game. He was born April 21, 1860, at Nantucket, Mass., the son of a clergyman who did not allow cards to be played in the family circle. Young Howell made their acquaintance at college, and to use his own expression, it was "poker first, and then bumblepuppy." Chess was his favorite game, at which he excelled. However, he soon learned to play whist, for Foster speaks of him (*Whist*, September, 1893) as follows: "He could play whist in championship form twelve years ago, to my knowledge, and years before that he was the best player at Harvard. He was an honor man at college in mathematics."

Mr. Howell was graduated from Harvard in 1883, and went to Baltimore, where he taught school for a time. He gave much attention also to chess, and became the amateur champion of the city. It was there that he met Mr. Foster, when the latter was first beginning to take an interest in whist.

In 1887 Mr. Howell entered the newspaper business, and in 1889 he went to Boston, where he became a member of the *Herald* staff. There, he modestly tells us, he "began to

study whist in earnest." In 1893 he became a charter member and the first secretary of the American Whist Club, and in December of that year there appeared in *Whist* the first of a series of interesting and valuable papers from his pen on the probabilities of whist. He played as a member of the American Whist Club team at the Philadelphia, Minneapolis, and Brooklyn congresses of the American Whist League. In 1894 his high abilities as a player were demonstrated in the whist match by correspondence (*q. v.*) instituted by R. F. Foster. *Whist*, in reporting the result, February, 1895, said: "If individual duplicate is any test, and the 'Probabilities of Whist' are of any value, their champion deserves his victory, for E. C. Howell has fought hard for both." Out of the sixteen well-chosen players who took part in this correspondence tourney, Mr. Howell won first place, both in his eight and in the sixteen. In the New England Whist Association contests, he subsequently represented the Boston Press Club; and, in 1897, the Howell Whist Club, of which he is president. At Put-in-Bay, in 1897, he played on the team of the Boston Duplicate Whist Club. He has been secretary of the New England Whist Association since its organization.

In the early part of 1896 appeared "Howell's Whist Openings," a successful volume, setting forth his system of play, which Foster christened "the Howell game." This game, the Howell Whist Club and its team, under Mr. Howell's captaincy, is pledged to play, and its popularity is steadily increasing in New England. Foster's influence had much to do with Mr. Howell's development as a whist author, and with the game advocated in his book, "although," says Mr. Howell, "he subsequently objected to the color of the child's eyes, and is now 'groping for the true path' in whist."

During the summer of 1897, Mr. Howell published the "Howell Method of Duplicate Whist for Pairs," consisting of indicating cards, with instructions and sample score sheets, which adapt to general use the system of playing every pair against every other. The schedules on which the method is based are essentially the same as Safford's, but were discovered quite independently. (See, "Duplicate Whist Schedules.") Mr. Howell is also joint author, with F. K. Young, of "Minor Tactics of Chess."

Howell Game, The.—The system of whist-play advocated by Edwin C. Howell in his "Whist Openings" (1896), whereby he attempts to provide for the play of five different styles of games, each suited to some peculiarity of the hand. Although long-suit strategy (without American leads) is to some extent used, under exceptionally favorable circumstances, the system in its entirety is a short-suit system. (See, "Short-Suit Leads—Howell's.")

Hoyle, Edmond. — Edmond Hoyle, by his ardent admirers styled the "Father of Whist," was born, according to what seems the most trustworthy authority, in 1679, although a widely accepted date is 1672. He is said to have been called to the bar, and he styles himself "a gentleman" in the first edition of his book. Pole says: "It is clear he was a man of good education, and moved in good society." He was possibly one of the players who frequented the Crown Coffee-House, in Bedford

Row, about the year 1730, when whist was taken up by the leading spirits of that resort. It had a rather unsavory reputation as a tavern game, played chiefly by gamblers and sharpers, and was in a primitive and undeveloped stage, so far as its structure, laws, etc., were concerned. Hoyle was greatly impressed with its merits and possibilities, and after having studied and mastered it, he determined to teach it professionally, and to take it out of the hands of the gamblers by exposing their tricks, although some authorities suspect Hoyle of having been something of a gambler himself, and a man who lived by his wits. However this may be, it is certain that better whist prevailed, and that his fame as an instructor spread throughout the world. It is recorded that in 1741 he was living in Queen Square, London, successfully pursuing his vocation as the first teacher of whist. It appears that he had drawn up manuscript notes of rules and directions for his pupils, and copies of these having been surreptitiously obtained, and put in circulation, he determined to publish them himself in book form, under due protection of the law. Thus, in 1742, appeared his famous volume, with a long title, beginning as follows: "A Short Treatise on the Game of Whist, Containing the Laws of the Game, and also Some Rules Whereby a Beginner May, with Due Attention to Them, Attain to the Playing it Well." Several editions were rapidly exhausted, and thus the game was thoroughly studied by thousands who would otherwise have remained in ignorance of its true merits. The game itself was much improved, being precisely the form of long whist, with honors, as it has come down to the present day.

"The essential difficulty to be met with in the game of whist," says Dr. Pole, "always has been, and is still, the fact of all the cards except the player's own (and the turn-up when he is not the dealer) being concealed from him. In the primitive game this difficulty was simply ignored. The player considered his own hand alone, and did the best he could with it. Hoyle soon saw the influence that the concealed cards had on the art of trick-making; he taught the policy of considering them, though they could not be seen; and he showed the possibility of inferring, to some extent, what any hand contained by the cards which fell from that hand in the course of play. This was the great lesson of attention to the 'fall of the cards,' which was one of the most salient features of his instruction."

In the early editions the author offers for a guinea to disclose the secret of his "artificial memory, which does not take off your attention from your game." The success of his first book encouraged Hoyle to bring out similar manuals on "Backgammon," "Piquet," "Quadrille," and "Brag." An amusing skit, "The Humours of Whist" (1743), satirized the teacher and his pupils, and alluded to the dismay of sharpers who found their secrets made known. The principal characters are: *Professor Whiston* (Hoyle), who gives lessons in the game; *Sir Calculation Puzzle*, an enthusiastic player who muddles his head with Hoyle's calculations and always loses; pupils, sharpers, and their dupes. In the prologue Hoyle's devotion to the game is thus alluded to:

Who will believe that man could e'er exist,
Who spent near half an age in studying whist?

Grew grey with calculation, labor hard,
As if life s business centered in a card?
That such there is, let me to those appeal,
Who with such liberal hands reward his zeal.
Lo! Whist becomes a science, and our peers
Deign to turn schoolboys in their riper years.

Other satirists also poked fun at Hoyle. In the *Rambler* for May 8, 1750, appears an epistle from "A Lady that had Lost her Money," who states that she was a pupil of Hoyle, who, when he had given her not above forty lessons, declared she was one of his best scholars. The *World* of February, 1753, comments on the "Offensive Manners of Whist-players," and suggests the publication of a book, to be called "Rules of Behavior for the Game of Whist," "in imitation of the great Mr. Hoyle." The same journal, in April, 1754, remarks that while the science of whist "has been rendered systematical by the philosophic pen of Mr. Hoyle, the art still requires treatment," and that a gentleman, now in the Old Bailey prison, at his leisure hours, has nearly completed a work which will "make the art clear to the meanest capacity." In 1755, Colman and Thornton, in *The Connoisseur*, remarked that Hoyle, having "left off teaching," the formation of a school was in order, "where young ladies of quality might be instructed in the various branches of lurching, renouncing, finessing, winning the tenace, and getting the odd trick, in the same manner as common misses are taught to write, read, and work at their needle." John Carteret Pilkington, in his memoirs, speaks of gratifying the mania of the fine ladies of the day for "cards, cards, cards," by "a paraphrase upon Hoyle, which, neatly bound in turkey, a lady may read at church instead of her prayer-book." Hogarth, the caricaturist, introduced into the breakfast scene, in "Marriage à la Mode," a volume lying on the carpet in the centre of the room, and inscribed "Hoyle on Whist."

Hoyle was frequently mentioned in the literature of the day, as we have already seen. In 1752 his name is enshrined in a "Hymn to Fashion." His teachings are commented upon in the *Gentleman's Magazine* for February, 1755. Also in Fielding's novel, "Tom Jones" (book 13, chapter 5); in Alexander Thomson's epic entitled, "Whist" (1792), and in Byron's "Don Juan" (canto 3, verse 90), which first appeared in 1821.

Very little else is known of Hoyle, except that he gave up personal teaching in 1755, and that in 1769 the newspapers contained accounts of his death, mentioning him as a well-known public character. A writer shortly afterwards quotes from the parish register of Marylebone, showing that he was buried on August 23, 1769, and adds: "He was ninety years of age at the time of his demise." In the *Gentleman's Magazine*, 1769, page 463, his death is said to have taken place August 29, 1769, at Welbeck street, Cavendish Square, and his age is given as ninety-seven. He was buried in Marylebone churchyard. His will, dated September 26, 1761, was proved in London on September 6, 1769; the executors were his sister, Eleanor, a spinster, and Robert Crispin (*Notes and Queries*, 7th ser., vii, 481–2). No authentic portrait is known; the picture by Hogarth, exhibited at the Crystal Palace in 1870, represents a Yorkshire Hoyle, and not the Hoyle of whom Byron said:

Troy owes to Homer what whist owes to Hoyle.

This parallel, in the opinion of Dr. Pole, hardly does justice to the latter, "for he was far more than the historian of whist; he may essentially be considered its founder."

Hoyle was the first to write scientifically on whist, or, indeed, on any card game. His "Short Treatise" soon became popular. He was a careless editor, but possessed a vigorous style of writing and much originality. He seems to have profited by the experience of the best players of the day, and introduced many improvements in his successive editions. The "Short Treatise" was entered at Stationer's Hall on November 17, 1742, by the author, as sole proprietor of the copyright. The price, one guinea, gave rise to piracies, of which the first appeared in 1743. Hoyle's own second edition (1743), with additions, was sold at two shillings, "in a neat pocket size." The third and fourth editions were published in 1743; in the fourth edition the laws were reduced to twenty-four, and so remained until the twelfth edition, when the laws of 1760 were given. In the eighth edition (1748) thirteen new cases are added, together with the treatise on quadrille, piquet, and backgammon. The ninth edition (1748) appeared as "The Accurate Gamester's Companion." The tenth edition (1750 and 1755) bears the same title as the eighth, with which it is identical. For many years every genuine copy bore the signature of Hoyle. In the fifteenth edition (1770) it is reproduced from a wood block. Hoyle's laws of 1760, revised by members of White's and Saunders', ruled whist until 1864, when they were superseded by the code drawn up by the Arlington (now Turf) and Portland Clubs. After Hoyle's death, C. Jones revised many editions. The book has been frequently reprinted down to recent times. The word "Hoyle" came to be used as representative of any book on games. An "American Hoyle" was published about 1860. "A Handbook of Whist on the Text of Hoyle" was published by G. F. Pardon in 1861, and "Hoyle's Games Modernized," by the same editor, in 1863, 1870, and 1872. "The Standard Hoyle, a Complete Guide Upon all Games of Chance," appeared in New York, 1887. A French translation, "Traité Abregé de Jeu de Whist," was issued in 1764, 1765, and 1776, as well as in the "Académie Universelle des Jeux," 1786. A German translation, "Anweisung zum Wistspiel," was printed at Gotha, 1768. An exhaustive list of the publications of Hoyle was published in English *Notes and Queries* in 1889, by Julian Marshall.

Hoyle was more than the chronicler—he was practically the inventor of the game. To him, in a metaphorical sense, might be applied the words used of the Roman emperor, "He found it brick, and left it marble."—*W. P. Courtney* [*L+O.*], "*English Whist.*"

A teacher was urgently needed, and the occasion produced the man. The sage was Hoyle—the mighty Edmond Hoyle—whose name and death are about the only solid facts definitely ascertained about him. The incidents of his life are almost a blank. He was a preceptor in whist, giving lessons in the gay science at Bath and London, and for a time he condescended to "wait on ladies of quality, at their own houses, to give them lectures" in the art; but this was before 1755.—*W. P. Courtney* [*L+O.*], "*English Whist.*"

The fifth edition of Seymour's "Compleat Gamester" was printed in 1734, and in it he designated whist as a "very ancient game among us." Hoyle has erroneously been styled its father. His treatise was not printed until 1742, and there is no evidence that he devised a lead or invented a play. He did but set down in pamphlet form the current business of the day concerning it. He was a recognized gambler, who made calculations upon chances and arranged tables of computations for laying wagers upon all manner of games and sports.—*G. W. Pettes* [*L. A. P.*], "*Whist Universal.*"

Hoyle Game, The.—Whist as taught and played by Edmond Hoyle and his school; the old English game of long whist, ten points, with honors counting.

This game gives great scope to personal skill, which is indeed its main characteristic and its chief requirement, as it depends chiefly on personal skill for its successful practice. It embodies no enunciation of any general system of play, or of any fundamental guiding principles; attention is directed to a great variety of isolated occurrences that may be met with, and advice is given as to what should or may be done in each case; so that the player, keeping these examples in mind, may use his own discretion in their application when analogous cases arise. And by frequent practice, the power becomes matured of dealing successfully, and often brilliantly, with the many chance combinations that may present themselves in the course of play. For this reason, the Hoyle game has always been peculiarly acceptable to intelligent and clever players, as giving them an opportunity of exercising their powers of profiting by them. It may be said to have prevailed in the best whist circles unchanged for more than a century after its introduction. * * It still retains a large hold on whist-players.—*William Pole* [*L. A+*], "*Evolution of Whist.*"

Hoyle Player.—A whist-player who plays the old-fashioned game of Hoyle, or after the manner of Hoyle and his school, in whose day the idea of playing both hands as one had not yet been evolved, and scientific whist, as played today, was entirely unknown. Therefore, a Hoyle player is, practically, an old fogy; one opposed to new and improved methods.

But the Hoyle player will probably answer: "It may be so, but I do not like nor want your improvement. I decline to submit my play to the tyranny of systematic rules and principles, or to the fancies of my partner. I prefer the freedom of acting as my own judgment may direct me; I do not approve your combined action, I can take care of myself; I shall play what I think proper, and my partner can do the same. Take your philosophy to the women and the tyros for whom you wrote it, and do not bring it to me."—*William Pole* [*L. A+*], "*Evolution of Whist.*"

"Humbug Whist."—A variety of double-dummy, in which the two players sit facing each other. After the cards are dealt they examine their own hands, but not those of the dummies. If a player is dissatisfied with his hand he may take up the hand on his right instead. In case the dealer exchanges his hand thus, the trump remains the same, although he, of course, loses the turn-up card. Only the hands held by the living players are played, and each deals in turn, there being no deal for the dummies. The five-point English game, with honors counting, is generally played. In some places the game is played with variations; as, for instance, giving the dealer the privilege of announcing trump, after examining his hand, instead of turning up the last card.

"Humbug whist" is a variety of double-dummy, in which the players may exchange their hands for those dealt to the dummies, and the dealer may sometimes make the trump to suit himself.—*R. F. Foster* [*S. O.*].

"Humours of Whist."—The full title of this amusing brochure, which followed closely upon the publication of Hoyle's "Short Treatise," was: "The Humours of Whist, a Dramatic Satire; as acted every day at White's and other coffee-houses and Assemblies." As stated in the article on Hoyle, the principal characters were *Professor Whiston*, or Hoyle, in other words, and *Sir Calculation Puzzle*. The latter gives some amusing explanations of his bad luck at whist. For instance: "That certainly was the most out-of-the-way bite ever heard of. Upon the pinch of the game, when he must infallibly have lost it, the dog ate the losing card, by which means we dealt again, and, faith, he won the game." Some of his elaborate methods of calculating

chances at play are given in the following:

"We were nine-all. The adversary had three and we four tricks. All the trumps were out. I had queen and two small clubs, with the lead. Let me see: It was about two hundred and twenty-two and three halves to—'gad, I forgot how many—that my partner had the ace and king; ay, that he had not both of them, seventeen to two; and that he had not one, or both, or neither, some twenty-five to thirty-two. So I, according to the judgment of the game, led a club; my partner takes it with the king. Then it was exactly four hundred and eighty-one for us to two hundred and twenty-two to them. He returns the same suit, and I win it with my queen, and return it again; but the devil take that *Lurchum*, by passing his ace twice, he took the trick, and having two more clubs and a thirteenth card, egad, all was over."

The supporters of Hoyle are full of admiration for his book. Chief among them is *Sir Calculation Puzzle*, who says: "There never was so excellent a book printed. I'm quite in raptures with it. I will eat with it, sleep with it, go to Parliament with it, go to church with it. I pronounce it the gospel of whist-players." *Lord Slim* remarks: "I have joined twelve companies in the Mall, and eleven of them were talking about it. It's the subject of all conversation, and has had the honour to be introduced into the cabinet. Why, thou'lt be laughed intolerably unless you can tell how many hundred and odd it is for or against one that your partner has or has not such a card or such a card."

Alderman Jobber is much incensed at his son's taking lessons of *Professor Whiston* instead of attending to his business. He breaks in upon the two, and asks the *Professor* to "desist his visits for the future."

"*Prof.*—O, sir, there was no necessity for this abruptness. I shall certainly obey you. I don't want half a word. For know, sir, it is a favour that I attend your son.

"*Young Jobber*—O yes, sir, a prodigious favor.

"*Ald.*—Favour, blockhead!

"*Prof.*—Yes, sir, a favour; for at this instant, half-a-dozen dukes, and as many earls, lords, and ladies, are waiting for me."

And so he makes his exit, while the young man whispers: "Pray don't mind the old gentleman, *Mr. Professor*, he's *non compos*. Please accept of these five pieces."

The *Professor* is elsewhere handled in this fashion:

"*Beau.*—Ha! ha! ha! I shall dye! Yonder is *Lord Finesse* and *Sir George Tenace*, two first-rate players; they have been most lavishly beat by a couple of 'prentices. Ha! ha! ha! They came slap four by honours upon them at almost every deal.

"*Lord Rally*—I find, *Professor*, your book does not teach how to beat four by honours! Ha! ha! ha!

"*Prof.* (aside)—Curse them: I'd rather have given a thousand pounds than this should have happened. It strikes at the reputation of my treatise.

"*Lord Rally*—In my opinion, there is still something wanting to compleat the system of whist; and that is, a Dissertation on the Lucky Chair! (*Company laugh.*)

"*Prof.*—Ha! ha! ha! Your Lordship's hint is excellent. I'm obliged to you for it."

Ignorant Players.—Players who have not yet learned the game properly, but very often imagine they know all about it, thereby

making themselves great nuisances at the whist-table. Ignorant players, confirmed in their ignorance, often rejoicing in it, and scorning the book game, may be set down as bumblepuppists.

There is a stage in the progress of most whist-players where they think they know it all. It is, however, an early stage, and when they have emerged from it they begin to know something about whist.—*Fisher Ames* [*L. A.*].

The pretence of ignorance as to etiquette is often as disgusting as the commission of the offense. Repeat day after day that such a thing is wrong, and you find the offense again committed; and again you receive a denial that the offending party knew that he was doing wrong, and thus insult is added to injury.—*The Westminster Papers* [*L+O.*].

Illustrative Hands.—The hands in a game of whist shown in a diagram recording the play and published for information, instruction, or criticism. Although it is only of late years that the full value of this mode of instruction has been recognized, illustrative hands, or at least descriptive hands, were published as early as the time of Hoyle. In 1743, shortly after the publication of his celebrated "Short Treatise," there was published in London a satire, "The Humours of Whist" (*q. v.*), which contained an example of the latter portion of a hand in which the game is won by a brilliant coup. It has been suggested that this may have been devised and taught by Hoyle himself. "Cavendish" ingeniously supplied the earlier portion of the hand, so that we have here the earliest example of illustrative play published. Spades are trumps, the six being turned by Z (*Sir Calculation Puzzle*), who is Y's partner. A (*Shuffle*) and B (*Lurchum*) are the other partners. The score is nine-all (equivalent to four-all at short whist, the present English game, or six-all in the American game).

Tricks.	A	Y	B	Z
1	6 ♢	2 ♢	K ♢	A ♢
2	3 ♠	2 ♠	A ♠	K ♠
3	♡ 2	♡ 7	♡ K	♡ 9
4	♡ 3	♡ 8	♡ Q	♡ J
5	♡ 4	♡ 10	♡ A	6 ♠
6	9 ♠	4 ♠	7 ♠	Q ♠
7	10 ♠	5 ♠	8 ♠	J ♠
8	♣ 10	♣ K	♣ 4	♣ 2
9	♣ J	♣ 5	♣ 6	♣ Q
10	7 ♢	♣ 3	♣ A	♣ 9
11	♡ 6	3 ♢	♣ 8	4 ♢
12	10 ♢	8 ♢	♣ 7	5 ♢
13	Q ♢	9 ♢	♡ 5	J ♢

Score: A–B, 7; Y–Z, 6.

The part described in the "Humours of Whist" begins at trick eight, where *Lurchum's* (B's) play is very good. He allows Y to win with the king of clubs, that his partner may be led up to. "*Sir Calculation Puzzle's* (Z's) play," says "Cavendish," "is very bad. At trick nine he should finesse the nine of clubs. Not having done so, he should see that the ace of clubs is being held up against him, and at trick ten should lead the four of diamonds. If *Sir Calculation* finesses the club at trick nine, then comes *Shuffle's* turn to play a good coup. Having won with the knave of clubs at trick nine, he should lead the six of hearts at trick ten, and next the seven of diamonds (not the queen)."

Twelve years after the above example, still in Hoyle's time, there was published in a literary journal called *The Connoisseur*, for March 20, 1755, a description of a complete game; and though the cards are not given in detail, enough is said to

enable a skillful and experienced reader to discover how they must lie. "Cavendish" has again successfully made out the hand, which is a peculiar one in this respect, that each player has only three suits, and that to no trick do all the players follow suit. It is republished in Pole's "Evolution of Whist," together with a third model whist hand, which originally appeared in 1791, two years after Hoyle's death, in an epic poem, "Whist," by Alexander Thomson. There is connected with this hand the following little love story: *Pusillo*, before demanding the hand of *Smilinda*, desires to ascertain whether she can keep her temper at cards. The opportunity presents itself at whist, when *Smilinda* and he are partners against *Aunt Rebecca* and *Squire Booby*. In order to try his lady love, *Pusillo* purposely omits to trump an opponent's winning card, thereby losing the game. At this

She started up, she stamp'd, she raged, she swore;
Proclaimed her wrong, and threw the cards away,
Nor longer in his presence deign'd to stay!

Of course, the match was off, and although *Smilinda* subsequently repented, and wrote to him "no longer to resent her rude mistake," *Pusillo* was inexorable. The play of the hand is not of a very high order.

Coming down to more recent times, we find the first suggestion of the value of illustrative hands, or diagrams, as a means of instruction in "The Whist-Player," the first edition of which was published in London, 1856, by "Lieutenant-Colonel B." (H. C. Bunbury). "The only merit to which this treatise can lay claim," says the author, "is novelty in the plan pursued. It being generally allowed that no one can learn the game of whist, and acquire a facility of readily playing the different hands, without having the cards spread out before him; and being aware of the silly objection most people entertain against being found 'learning to play cards,' although they will, without hesitation, openly sit down to learn to play anything else (a distinction without a difference) — the idea struck me that a book of instruction might be so contrived as to do away, in a great measure, with the necessity of strewing a pack of cards on the table, viz.: by annexing sketches or drawings of the different suits or hands which the writer's instructions attempt to explain, and to which the reader can without trouble immediately refer. I imagine that the memory will be materially assisted by recalling these pictured impressions."

This was a good beginning, but Dr. Pole went still further when, in *Macmillan's Magazine* for December, 1861, he suggested that "it would be a great boon if some good authority would publish a set of model games at whist, with explanatory remarks, found so useful in chess, for example." This suggestion led to the publication of "Cavendish's" great work, "The Laws and Principles of Whist," which was the result of actual play, and in which the desired illustrative hands were freely given. Dr. Pole himself, in an appendix to his "Theory of Whist," gives five interesting hands illustrating the long-suit theory, and he says in a foot-note: "This mode of illustrating whist by model games was first suggested by the author of the present work in *Macmillan's Magazine* for December, 1861." The London *Field*, the *Westminster*

Papers (London), and numerous books on whist published since "Cavendish" first set the example, have described whist-play by means of illustrated or model hands. In this country they have been a regular monthly feature of *Whist* (Milwaukee, Wis.,) ever since its first publication. In a recent number of that journal (September, 1897), John W. Rogers, of Mansfield, Mass., makes the following suggestion, which is endorsed by the editor: "Would not your readers be interested in airing their opinions as to proper leads of hands which you might publish? The cards to be dealt—one hand published, requesting correspondents to give best opening lead of hands, and their reasons therefor. The replies from short-suiters, middle-of-the-road, or intermediate card leaders, straight long-suiters, invitation card leaders, etc., might, it seems to me, furnish very interesting reading. The later publication of the hands as dealt, with results of different systems suggested, should help the game, and would at least prove of interest to outsiders."

Twenty examples of illustrative hands are given by G. W. Pettes in his "American Whist Illustrated," and C. D. P. Hamilton's "Modern Scientific Whist" is largely explained by the use of diagrams and hands. Foster's "Whist Tactics" contains 112 hands taken from actual play, and many are also found in Howell's "Whist Openings." In fact, nearly all the recent writers on whist use illustrative hands with good effect. (See, also, "Duke of Cumberland's Hand," and "Phenomenal Hands.")

Hands [taken from actual play] showing good, bad, and indifferent play, with comments, are considered of more value than the illustration of pre-arranged hands.—*C. D. P. Hamilton* [*L. A.*].

The author feels that nothing, in point of illustration of principles, can be so instructive as a selection of hands played completely through, and accompanied by copious explanations.—"*Cavendish*" [*L. A.*], "*Laws and Principles of Whist.*"

The publication of even a large number of hands to illustrate one side or the other should be received with caution so far as they are to be regarded as proving anything. The variety of combinations is immense, and almost any eccentric play will sometimes win tricks. Hands can be picked out to support almost any theory. —*Fisher Ames* [*L. A.*], *Whist, Oct.-Nov., 1896.*

You will find in the latter part of "Cavendish," in the *Field* occasionally, and in the *Westminster Papers*, what are termed "illustrated hands"—that is, the whole fifty-two cards arranged in the four hands —and the play given by which a certain number of tricks were won, on one side or the other. To arrange the cards as given, and to work out the hands, is an excellent method to discover and impress on the memory what may be done with the cards.—*A. W. Drayson* [*L+A+*], "*The Art of Practical Whist.*"

Illustrative Hands, Recording. —Numerous methods of recording and illustrating whist-play have been devised during the past thirty-five years. Illustrative hands, in order to be most useful and effective, require a simple, clear, and attractive system of notation, such as the reader will find used throughout this volume. Our purpose in the present article is to review the various stages through which this highly-improved and satisfactory representation has been arrived at.

We have already traced the history of illustrative hands. The idea of publishing hands completely played through as a means of imparting instruction was suggested by chess, and first employed by "Cavendish" in a systematic and thorough manner. As originally conceived, the system of notation was very crude, and required a constant repetition of explanatory notes to make it understood. Miniature cards in type were then un-

known, and the size and suit were shown by ordinary type and figures. It was necessary to have a separate column to show who led in each trick, and another column to show who won. The cards were given in the order in which they fell, without any effort to keep the hand of each player in a separate column. This made it impossible for the reader to pick out the hand of any individual to see what he held to justify his play, and necessitated a separate diagram, giving the distribution of the suits among the four players. The following diagram, from the first number of the *Westminster Papers*, published in April, 1868, will show the system of illustrating the play thirty years ago:

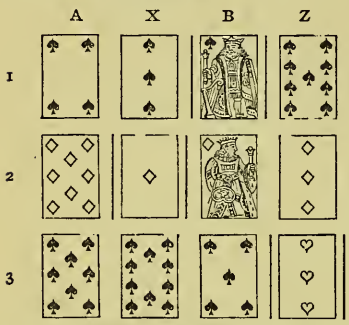
Trick I., W leads.	C 6	3	10	A	Trick I., won by Z.
Trick II., Z leads.	S 2	Kv	A	4	Trick II., won by X.
Trick III., X leads.	H 3	5	Kg	6	Trick III., won by Z.

A few months later, we find the card faces taking the place of the initials and figures; but the old arrangement of separate columns, to indicate the leaders and winners in each trick, is retained, as shown in the following illustration, which is from a hand published in 1868:

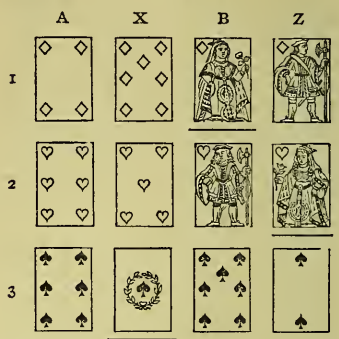
Trick I., A leads.					Trick I., won by D.
Trick II., D leads.					Trick II., won by D.
Trick III., D leads.					Trick III., won by C.

In December, 1868, Sydney King suggested the foundation of the present system, which is to keep the hand of each player in the same column. He proposed to do away with the two side columns, and to indicate the winning cards by placing heavy rules on

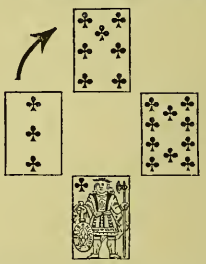
each side of them. An explanatory note stated that the card under the margined card was the next one led. The original leader's hand was always placed in the first column, the dealer's in the last; and the letters A and B were used to distinguish the leader and his partner from Z and X, who were the dealer and his partner. The new diagrams presented the following appearance:



This system of notation retained its popularity for several years, the only change being for a short time in 1872, when the winning card was entirely enclosed in black rules for the sake of greater distinctness. This was found to be troublesome and expensive to set up in type, and soon fell into disuse. Several years later the side rules were also abandoned, and a single heavy underline was employed to designate the winning card in each trick. This method is still in use, wherever the old style card-faces are used to show the hands, and it has the advantage of enabling the reader to place the lead, and to count up the winning tricks with greater ease; but it is still defective, because it fails to present a clear picture of the distribution of the suits in the various hands. The following illustration is from one of the first hands shown in this way:



As a variation from the column system, some writers were in the habit of using what is known as the "Catherine wheel" notation, in which the four cards of each trick were represented as they would appear upon the table, a pointer of some kind being placed between the leader's card and that played by second hand, to show the order in which the cards fell.



This system, while well adapted for analyzing hands trick by trick, takes up a great deal of space, is very expensive in type-setting, and has the old defect of requiring a separate diagram to show the distribution of the suits in each player's hand.

In order to save space and composition, the earlier newspapers adopted the initial and figure system, keeping the hand of each player in a separate column, and indicating the winning card by an asterisk or cross, as shown in the following example:

THE PLAY.

Trick.	North.	East.	South.	West.
1	2 H	6 H	4 D x	A H
2	5 S	3 S	K S	7 D x
3	3 D	6 D	2 D	A D x
4	5 D	J D	8 D	K D x
5	K C x	6 C	3 C	4 C

This method, while enabling the reader to follow the course of play, renders it very difficult for him to pick out the distribution of the suits. In order to remedy this defect, it was suggested by R. F. Foster, in 1891, to place the initials of the black suits on different sides of the column of figures, and to distinguish black from red by using upper and lower case. This enabled the reader to pick out the number of each suit in the hand of any player at a glance, and added greatly to the interest in following the play. The following illustration will show the appearance of the same cards as those in the last diagram, when they are arranged on this plan:

1	H 2	H 6	4 D*	H A
2	5 s	3 s	K s	7 D*
3	3 D	6 D	2 D	A D*
4	5 D	J D	8 D	K D*
5	c K*	c 6	c 3	c 4

The difference in the upper and lower case, and the necessity for having each initial always on its own side, led to many mistakes in proof-reading, and the confusion which resulted often spoiled an entire article. But the system was acknowledged to be better than any before suggested, and needed only one addition to make it perfect. This was a very simple thing when found, but for six years it does not seem to have occurred to any one. It was to take the ordinary card-pips and make those for the red suits with outline faces, leaving those for the black suits solid, and then to arrange them so that only one red and one black suit should be on the same side of the column of figures indicating the size of the cards. This is now generally known as Foster's notation, and was introduced to the whist world by the New York *Sun*, of which he is the whist editor, special matrices being cut, from which fonts of self-spacing type were cast. The clearness of the new diagrams were immediately recognized, the reader being able to see not only the exact distribution of the suits, but the cards remaining in each player's hand at any stage of the game. *Whist*, the official organ of the American Whist League, adopted the new system for the official records and illustrative hands, and it is now used by all the leading whist writers, both in their text-books and in newspaper articles.

The examples of whist strategy that are given in illustrative hands are now frequently taken from important matches. When it is desired to keep a record of the play, the cards are left in the exact order in which they fall, and are replaced in the pockets of the duplicate trays without shuffling. They are then taken to the official scorers, who lay them out on the table and put down the size of each card on a blank prepared for the purpose. These blanks have sixteen vertical columns ruled on them, four for the hand of each player. At the top of these columns is an indicator to show the four suits, and in recording the hand the scorer need not put down the initial of the suit, but

places the size of the card in the column headed by the mark of the suit to which the card belongs. The following illustration will give one an idea of these diagrams, the hands of three players only being shown:

Tricks.	♡	♣	◇	♠	♡	♣	◇	♠	♡	♣	◇	♠
1	2				6						4	
2				5				2				K
3			5				J				8	
4		K				6				3		

These blanks are printed on thin paper, so that five or six copies can be taken at a time by using carbon between. One copy is given to the captain of each team, and one is filed with the recording secretary of the League. Any extra copies are usually for whist editors, who may wish to make a detailed analysis of the play.

Imperfect Pack.—A pack of cards which is faulty, unfair, or unsuitable for play; one containing duplicate cards, or from which a card or cards are missing, or which contains cards which are torn or so marked that they can be identified.

A pack may be imperfect or incorrect by having a card short, or from having a duplicate card, or from having a card of the other pack in it.—*Charles Mossop* [*L+O.*], *Westminster Papers, October 1, 1878.*

Suppose a pack contains two fours of spades, instead of a four and five; this is unimportant, and might remain long undetected. At length they are played together, and immediately perceived; yes, and ten to one that it has not been the best player who has first made the discovery. This affair has often made a subject for a joke, and perhaps a bystander would be wrong to interfere in such a case. We have seen it carried to great lengths; the players certainly "were very unskillful;" but it was strange that out of four players, not one should have discovered the defect. * * * For two hours the party had been playing with two packs, one of which had no aces, and the other no kings. It was amusing to hear the discussions at every round on the odd trick and the honors; at every moment they appeared on the point of discovering the deficiency, and then again their attention was diverted into another channel.—*Deschapelles* [*O.*], "*Laws*," *Article 49.*

In.—Unplayed cards are said to be "in," or "in play."

Inattention.—The first great lesson which Hoyle strove to inculcate, in the then limited science of whist, was for the player to watch the fall of the cards; in other words, to pay strict attention to the play, in order to be able to remember what cards were out, and to draw proper inferences. Inattention at the whist-table, on the part of players who ought to know better, has lost many games, and led to much unpleasantness between partners.

No observant player can have failed to notice the loss he suffers by momentarily taking his eyes off the table.—*Westminster Papers* [*L+O.*].

Fully twenty per cent of the points lost by any average player may be set down to sheer inattention. Fortunately for him, his adversaries are generally guilty of similar carelessness.—*William Cusack-Smith* [*L. O.*].

Alleged forgetfulness at whist, as in most other things, is far more frequently inattention than forgetfulness. The fall of the cards has not been watched, and the proper inferences have not been drawn at the moment. A player cannot be said to have forgotten what he never knew.—*Fraser's Magazine.*

Income from Whist. — The habit of playing for stakes, indulged in in England for a century and a half, has produced another curious effect, which is thus noticed by "Portland," in "The Whist Table:" "There are many people that believe a certain income is to be derived from whist. We have on record men that eked out their income by this means. They succeeded for a series of years; but the time came when they had their season of adversity, and their winnings melted like snow before the sun." (See, also, "Gambling.")

Independent Players.—A certain amount of independence on the part of a whist-player may be evidence of his mastery of the game, and of his knowledge when to obey and disobey the rules to advantage. But if carried to excess, and especially when backed up only by a very limited knowledge of the game, this so-called independence is almost as bad as downright bumble-puppy (*q. v.*).

Besides the good players who prefer the old-fashioned rules, there are occasionally so-called independent players, who ridicule playing according to rules and conventions at all. They are generally great nuisances. They cannot play a card without following some conventional system, some rule which gives, or is intended by them to give, information; only they invent their own rules and conventions, and they are always poor and ineffective compared with those which are the result of the experience of the best players for many generations. They are generally worse cranks than the players who are too closely bound by the rules.—*Fisher Ames* [*L. A.*].

Indicators.—In duplicate whist, cards or other devices, placed on the tables to show the players which seats they are next to occupy, when playing a schedule containing many changes.

Indifferent Cards.—Two or more cards of a suit which are held in sequence, or which become of equal value after the intermediate cards have been played; cards of equal value for trick-making purposes.

Mr. Trist had noticed the advantageous use that had been made of variations in the play of indifferent high cards—*i. e.*, cards of equal value for trick-making purposes.—*William Pole* [*L. A+*], "*Evolution of Whist.*"

Individual Record.—The record of any one player, especially at duplicate whist, in playing which it is possible to accurately determine, not only the relative merits of the play of pairs, teams, or clubs, but of single players. This is accomplished by means of play conducted in accordance with individual schedules.

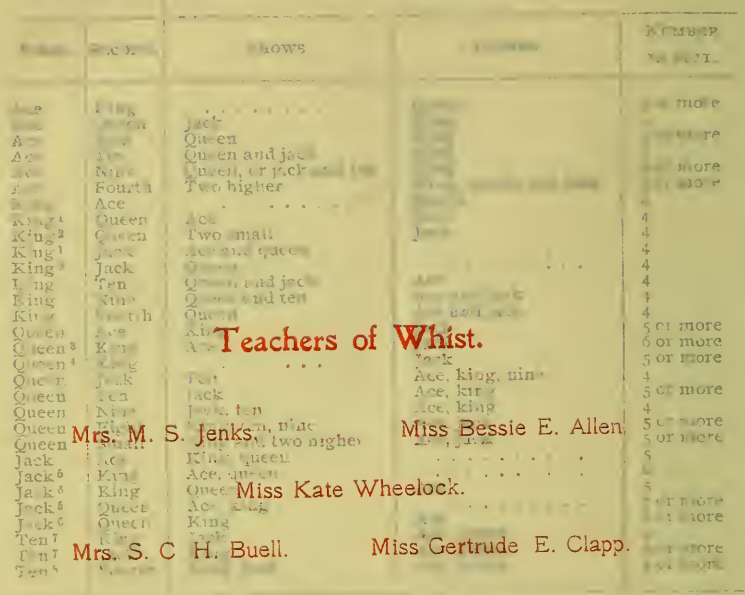
Inferences.—Information drawn from the play, or fall of the cards, in accordance with the rules. For instance, if your partner, having taken the trick, does not return your trump lead, you infer he has no more. The many latter-day refinements in whist signals, echoes, etc., make it more difficult at all times to draw the correct inferences, and care should be exercised not to arrive at too hasty conclusions. There are certain conventional plays from which inferences may be easily and accurately drawn, however, especially when players employ the same system of play. In fact, the chances for drawing inferences are so frequent that every round must be closely watched. The finest players are those who can most quickly and accurately detect the proper inferences, and make the best use of them. Here are some of the more important inferences that may be drawn from high-card original leads, as laid down by Hamilton:

LEAD.		INFERENCES.		
First.	Second.	Shows.	Denies.	Number in Suit.
Ace	King	. . . . .	Queen	5 or more
Ace	Queen	Jack	King	4
Ace	Jack	Queen	King	5 or more
Ace	Ten	Queen and jack	King	4
Ace	Nine	Queen, or jack and ten	King	5 or more
Ace	Fourth	Two higher	King, queen, and jack	5 or more
King	Ace	. . . . .	Queen	4
King[1]	Queen	Ace	Jack	4
King[2]	Queen	Two small	Jack	4
King[1]	Jack	Ace and queen	. . . . .	4
King[2]	Jack	Queen	. . . . .	4
King	Ten	Queen and jack	Ace	4
King	Nine	Queen and ten	Ace and jack	4
King	Fourth	Queen	Ace and jack	4
Queen	Ace	King	Jack	5 or more
Queen[3]	King	Ace	Jack	6 or more
Queen[4]	King	. . . . .	Jack	5 or more
Queen	Jack	Ten	Ace, king, nine	4
Queen	Ten	Jack	Ace, king	5 or more
Queen	Nine	Jack, ten	Ace, king	4
Queen	Eight	King, ten, nine	Ace, jack	5 or more
Queen	Small	King and two higher	Ace, jack	5 or more
Jack	Ace	King, queen	. . . . .	5
Jack[5]	King	Ace, queen	. . . . .	6
Jack[6]	King	Queen	Ace	5
Jack[5]	Queen	Ace, king	. . . . .	7 or more
Jack[6]	Queen	King	Ace	6 or more
Ten[7]	King	Jack	Ace, queen	4
Ten[7]	Jack	King	Ace, queen	5 or more
Ten[8]	Fourth	King, jack	Ace, queen	4 or more

[1] King winning.
[2] King losing.
[3] Queen winning.
[4] Queen losing.
[5] Jack winning, ace not in third hand.
[6] Jack losing, or ace in third hand.
[7] Ten forcing queen.
[8] Ten winning.

If partner leads a trump, the common inference is that he is possessed of great strength, and wishes trumps drawn. If he leads from a plain suit, it is obvious that he is not very strong in trumps, but that the suit led is his strongest, which he desires to establish (taking for granted, of course, that he plays the long-suit game). If he leads a small card, he says he has no combination from which a high-card lead would be proper. If you led originally, and partner is returning your suit, you infer that he has not the master card if he does not lead it, and that it is against you. If he returns your plain suit without showing you his own first, you infer that he has no good long suit, and is ready to play your game. These, and many like inferences, are drawn from conventional play. Dr. Pole treats the subject exhaustively in his "Philosophy of Whist" (pp. 60–64), and Charles E. Coffin, in "The Gist of Whist," also gives concise and minute information, in tabular form, showing the proper inferences from the various leads. All the leading text-books pay careful attention to the subject.

Teachers of Whist.
Mrs. M. S. Jenks.
Miss Bessie S. Allen
Miss Kate Wheelock.
Mrs. S. C. H. Buel.
Miss Gertrude E. Capp.



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Draw an inference from each play made by either adversary or partner.—*Milton C. Work* [*L. A. H.*], "*Whist of To-day.*"

To play good whist it is necessary to be able to draw the important inferences with rapidity and accuracy.—*C. D. P. Hamilton* [*L. A.*], "*Modern Scientific Whist.*"

The great strength of the expert lies in his ability to draw correct inferences from the fall of the cards, and to adapt his play to the circumstances.—*R. F. Foster* [*S. O.*], "*Complete Hoyle.*"

The chances for drawing inferences belong to every round played. The necessity for close attention to the business of the game is enforced by this consideration.—*G. W. Pettes* [*L. A. P.*], "*American Whist Illustrated.*"

It must not be overlooked that unsound players often deceive unintentionally, and all players sometimes with intention. It is, therefore, necessary to be on your guard against drawing inferences too rigidly.—"*Cavendish*" [*L. A.*].

Information.—Intelligence conveyed by means of the play of the cards at whist. Legitimate information is a necessary part of the game, especially so between partners, in order that they may play their combined hands to the best advantage. To some extent all whist play is informatory, although there is a difference of opinion among players, and especially the experts, as to how much information (especially of an arbitrary nature) should be given. All are agreed that too much information cannot be given to partner, but whether information should always be given him at the risk of the adversaries obtaining and making use of it also, is the mooted point. As a rule, players of the long-suit game and American leads are ready to give the widest publicity to their hands for the sake of informing partner. Short-suit players, and especially the opponents of the American leads, pursue the opposite course.

No player should take advantage of information imparted by his partner through a breach of etiquette.—*Etiquette of Whist* (*American Code*).

The more plainly you demonstrate your hand to your partner, the better.—*Thomas Mathews* [*L. O.*], "*Advice to the Young Whist-Player,*" *1804.*

No sooner does the play begin than information is at once conveyed as to the contents of the various hands, by means of what is termed the fall of the cards.—*William Pole* [*L. A+*], "*Philosophy of Whist.*"

Instead of the maxim, "It is more useful to inform your partner than to deceive your adversary," I would substitute this: "Your single partner can do more good than both your adversaries can do harm, by utilizing information you may give by your play."—*R. A. Proctor* [*L. O.*].

Play according to the rules and conventions, so as to give as much information to your partner as you can; but do not let these stand in the way of making the best score possible under the circumstances of the hand, as there are exceptions to every rule.—*Clement Davies* [*L. A+*], "*Modern Whist.*"

I am not an enemy of the information-giving game. It is not on account of its informatory character that I object to the long-suit game. The player must give information, or a partnership game is out of the question. The only matter of choice is, what sort of information is the most advantageous.—*E. C. Howell* [*S. H.*], "*Howell's Whist Openings.*"

Experience has shown that leads which give the most information, are also those which lead to the greatest success. When, however, to give this information to both partner and adversaries, and when to withhold it, becomes a question for reasoning. Yet every person who desires to become a first-class whist-player, must know, and be able to make the best use of, American leads.—*A. W. Drayson* [*L+ A+*], "*The Art of Practical Whist*" (*Appendix to the fifth edition*).

The new school adopted the golden maxim of Clay: "It is of more importance to inform your partner than to deceive your adversary." The experience of twenty-five years has exploded that theory, and it is replaced by the axiom that "information is of more use to the strong hand than to the weak." In "Whist Tactics," p. 136, we find: "The modern verdict is that it is not advisable to give information to weak partners or to strong adversaries."—*R. F. Foster* [*S. O.*], *Monthly Illustrator, 1897.*

The foundations of modern whist is giving information, and the chief pillars are the number-showing leads and the

plain-suit echo. It is claimed that these give the partners an insight into each other's hands, which is of the greatest value and importance. But there is not a line in any published work on whist telling what the partners can do with this information when they get it, that cannot be offset, and often to much better advantage, by the adversaries.—*R. F. Foster* [*S. O.*], "*Whist Tactics.*"

It is often argued, and with much show of reason, that as almost every revelation concerning your hand must be given to the whole table, and as you have two adversaries and only one partner, you publish information at a disadvantage. No doubt this argument would have considerable force if you were compelled to expose the whole of your hand. But you possess the power, to a great extent, of selecting what facts shall be announced and what concealed. Experienced players are unanimous in admitting that it is an advantage to inform your partner of strength in your own suits, although some advise concealment of strength in suits in which the adversaries have shown strength.—"*Cavendish*" [*L. A.*], "*Laws and Principles of Whist.*"

Informatory Game.—The style of whist in which information is freely exchanged between partners, even at the risk of the adversaries noting and profiting by it; especially the long-suit game and American leads, as advocated by "Cavendish" and his school, which freely uses all manner of conventional signals; the modern scientific game, as distinguished from the old Hoyle game, and distinguished, also, to a certain extent, from the modern short-suit game.

False cards are the great modern weapon against the informatory game of modern whist. By their systematic use, especially when good judgment is employed, the plain-suit echo and all such refinements are rendered useless.—*R. F. Foster* [*S. O.*], "*Whist Tactics.*"

Innovations.—New things, novel modes of play, or departures from established usage, introduced into whist. Innovations may prove to be only fads of the hour, or permanent improvements.

The call for trumps, the system known as the American leads, with the resulting eleven rule, comprise the great innovations since the days of Hoyle, Payne, and Mathews.—*Emery Boardman* [*L+A.*], "*Winning Whist.*"

In Play.—Unplayed; said of the cards which are still held by any of the players. (See, also, "In.")

Instinct in Whist.—Many players who do not attach any importance to rule or reason, are fond of saying that they play by instinct. "No doubt instinct is a very valuable quality if you have it," says the editor of the *Westminster Papers*, "and some players certainly think they have this quality in the same way that a pointer or setter has it. * * * We prefer to be guided by what every man has if he chooses to use his faculties: the power to observe; the power to draw inferences; the power to reason from the play of a given card, and to make a reasonable deduction from the absence of any cards."

Interior Cards.—Cards from the interior of a suit; intermediate cards. The phrase is used by E. C. Howell [S. H.] in his "Whist Openings;" as when, for instance, he says: "As the best card jack is led from not more than three in suit, but as an interior card it is led also from queen, jack, and one or more others," etc.

Intermediate Leads. — Leads made with cards which are neither very high nor very low, such as jack, ten, nine; much used in the short-suit game.

The short-suit game contemplates the endowment of the intermediate cards of all suits, trumps included, with the winning properties, by taking advantage of their position in tenace, by underplay, and by strengthening leads which shall be judiciously finessed by partner.—*Val. W. Starnes* [*S. O.*], "*Short-Suit Whist.*"

International Match, a Proposed.—The idea of an international whist match, somewhat after international matches at chess, cricket, etc., has been discussed for several years past in this country, but nothing practical has as yet come of it. The organization of the Canadian Whist League, it is hoped by many, may eventually lead to a contest of the kind, and perhaps later induce England to participate also.

At the fourth congress of the American Whist League (1894), Robert H. Weems, of Brooklyn, secretary of the League, announced that he had formally challenged "Cavendish" to play America against England, and that he had received "Cavendish's" reply, stating that the latter did not think there was any chance for an international match, one of the chief difficulties in the way being the difference between English and American play. Another similar challenge was sent to "Cavendish" by P. J. Tormey, president of the Pacific Coast Whist Association, during the latter part of 1895, and this was commented upon in the December number of *Whist*. In the London *Field* of April 4, 1896, appeared a communication from Mr. Weems, to the following effect:

"The sixth American whist congress will convene in this city [Brooklyn] on June 22, 1896. There is a universal desire on the part of the whist-players of America to have an international match during the time of the congress, and when the American players are congregated from all sections of the country. If it is possible to arrange for a team of four or more English players to visit this country, to compete against a team to be selected here, I should be very glad indeed to do what I can to bring it about."

This did not meet with any response either, and on May 7, 1896, Mr. Tormey closed the incident, for the time being, with a suggestion, which also was not acted upon. He proposed that, "if we cannot coax or induce a whist-team across the Atlantic to meet us at the Brooklyn congress, let us send one to England—and beard the lion in his den." His firm, he stated, would pay the entire expenses of one member of such a team, and suggested the idea of sending the team that should win the Hamilton Trophy.

In the Lead.—The player whose turn it is to lead the first card in a round is in the lead.

Intimations. — See, "Conversation."

"Invincible Whist."—A modification of the game of whist invented by F. T. Ellithorp, of New York. It is played by six persons, with a full pack of cards, together with the joker and the "invincible" card. It is played with partners, three on each side. The cards rank as follows: "Invincible," joker, ace, king, etc. All tricks over four count towards game, and the latter consists of five points, honors not counting.

"Invitation Game, The."—An opening play at whist whereby the player invites his partner to lead trumps, if strong enough to lead them. Used in some of the short-suit systems.

Invite, The.—The lead of a card in a suit which you desire your partner to return; generally, the lead of a small card from your long or strong suit.

Inviting a Ruff.—Playing a card which your partner or adversary can trump. (See, "Force.")

Irregular Lead.—A lead which is made contrary to the usual play, but made from choice by the player for some reason; such as, for instance, desiring the lead through an honor turned, in which case some players regard an irregular lead as a signal for trumps. "Cavendish" is opposed to this play, claiming that if a player is strong enough to call for trumps he should be strong enough to lead them himself. "Having refrained from leading them, he can only request, and not command, a trump lead from his partner."

An irregular original lead which a player makes because he cannot help himself, is also called a forced lead (*q. v.*).

In the latter part of the hand, when no special importance longer attaches to them, irregular leads are frequent. Whitfeld says: "Irregular leads usually occur late in a hand, when the general scheme of play has already been decided on, and when judgment, based on previous observation of the fall of the cards, and on the score, overrides rule." No rule can be laid down in such cases.

Wishing the lead through an honor turned at your right, open irregularly (that is, lead a knave, not holding king and queen, or the ten, not holding queen and knave, etc.). It is a command for your partner to lead trumps.—*A. W. Drayson* [*L+A+*], "*The Art of Practical Whist*," *1879*.

Irregular may be another word for forced. Irregularity is sometimes another term for brilliancy. An irregular lead is a finesse upon the lead. An irregular lead, unlike the play of a false card, must be made only when it can do the partner no harm. Lewis, of London, calls a well-judged irregular lead one of the triumphs of common-sense whist.—*G. W. Pettes* [*L. A. P.*], "*American Whist Illustrated.*"

Plain suits are led irregularly, either to strengthen the partner, to call through an honor turned, to throw the lead, or because it would be damaging to continue with one's long suit. When playing against long-suit adversaries, lead through the left-hand opponent, where the strength of the suit has been declared; but with the short-suiters, the reverse is the case.—*Emma D. Andrews* [*L. A.*], "*The X Y Z of Whist.*"

The good whist-player is not a machine. He has certain conventional base lines, but he is prepared to take any line of strategy the development of the hand suggests. If he has what he considers an exceptional hand, he is free to open it with an irregular lead; and if opponents disclose the strong hands, he will both play and lead false cards, if his partner's hand be also weak. But it is better, and learners will progress more rapidly, if they will learn to walk before they try to run.—*Charles S. Boutcher* [*L. A.*].

The main objection to an irregular lead is that it *is* irregular. The original lead should be directive. Then, or never, can most important information be communicated to partner. If this information is withheld for the sake of a possible subsequent lead through an honor, the original leader is paying very dear for his whistle. Beyond this, it may be that irregularity of the lead is not developed until too late for advantage to accrue from it; meanwhile partner is in a puzzle, and probably miscalculates the leader's holdings in all suits.—"*Cavendish*" [*L. A.*], *Scribner's Monthly, July, 1897*.

There is one case in which an irregular opening has found such universal favor among good players that it may be almost said to have become conventional, and that is where an honor is turned and the original leader desires to have it led through, either by reason of having the card in sequence below it, a tenace over it, or because he has the card immediately above it, and hopes that his partner may be able to lead him a card which he can successfully finesse. In such case it has grown to be a custom among experts all over the country to originally lead an irregular card. Such a lead, with an honor turned, is considered the most imperative of trump signals, and is an absolute command to the partner to get the lead as expeditiously as possible and lead trump. —*Milton C. Work* [*L. A. H.*], "*Whist of To-day.*"

Irregular Play.—Play which is not according to rules, but which may have some exceptional conditions to justify it. The higher

whist strategy contains numerous examples.

They [the "good bad players"] play what we may term an irregular game, and they play this irregular game well.—*A. W. Drayson* [*L+A+*], "*The Art of Practical Whist.*"

Irregular play should not be confounded with false play. * * * The various forms of finesse—underplay, holding up, throwing high cards—are all irregular play, but they are part of the strategy of the game.—*C. D. P. Hamilton* [*L. A.*], "*Modern Scientific Whist.*"

Irregular Whist.—Mongrel whist; also whist played irregularly and not in accordance with the rules; bumblepuppy.

Irregularities in the Hands.—Irregularities in the hands consist in one or more players having either too many or not the requisite number of cards.

One card dealt irregularly may be either right or wrong. As long as the irregularity is confined to two cards, the error is easily rectified; but when it extends to three, the possibility of correctness becomes doubtful, and the established rule is that the deal is lost.—*Deschapelles* [*O.*], "*Traité du Whist,*" *Article 31.*

If, at any time after all have played to the first trick, the pack being perfect, a player is found to have either more or less than his correct number of cards and his adversaries have their right number, the latter, upon the discovery of such surplus or deficiency, may consult and shall have the choice: (1) To have a new deal; or, (2) to have the hand played out, in which case the surplus or missing card or cards are not taken into account. (3) If either of the adversaries also has more or less than his correct number, there must be a new deal. If any player has a surplus card by reason of an omission to play to a trick, his adversaries can exercise the foregoing privilege only after he has played to the trick following the one in which such omission occurred.—*Laws of Whist* (*American Code*), *Section 19.*

Under the heading, "Irregularities in the Hands," the Americans have made an important difference in the law. By law 44, section 4, English code, should a player have fourteen cards, and either of the other three less than thirteen, it is a misdeal. In the first edition of "The Art of Practical Whist," I called attention to the defect or obscurity of this law. By the American code an attempt is made to remedy this defect, but it does not seem to me that the difficulty is entirely avoided. Rule 19 of the American code (*ut supra*) is certainly a far better one than our English law, as it prevents the careless players who play with fourteen and twelve cards from scoring anything if a new deal is demanded. If, however, the non-offending players elect to have the hand played out, they may have overrated their strength, and may lose two or three on the hand. That which I suggested in case 19, "The Art of Practical Whist," seems to me to more fully meet the case: "If two partners hold twenty-six cards, between them, one holding more, the other less, than thirteen, while the adversaries hold thirteen each, no score made by the partners holding the unequal number of cards can be counted in that hand, whereas any score made by the partners holding thirteen each can be counted."—*A. W. Drayson* [*L+A+*], "*Whist Laws and Whist Decisions.*"

"It Didn't Matter" Player, The.—This kind of self-sufficient and generally undesirable partner is thus gently pilloried by "Cavendish" in his "Card-Table Talk:" "A companion to the 'If you had' player is the 'It didn't matter' player. My partner trumps my best card, or does not trump a doubtful card after I have called for trumps, or commits some other whist enormity. We win the game notwithstanding, for we have prodigious cards. If I suggest that there was no occasion to perpetrate the enormity in question, my partner triumphantly informs me, 'It didn't matter.' This view is altogether fallacious. It did not happen to matter in that particular hand; but my confidence is impaired, and it will matter in every hand I play with that partner for a long time to come."

Jack.—The fourth card in value or rank. It is also called the knave, especially in England. The two terms are synonymous, and inas-

much as it is easier and more simple to use the letter J than the abbreviation Kn, in designating the card by initial, the general usage in this country largely favors it. The general adoption of the index or "squeezer" marks on the edges of the cards also affords a reason for the adoption of J as a way of indicating it. It may be interesting to those who prefer "knave," on account of its long use, to learn that "jack" is the older term, and that at one time it was considered much more polite and respectable than "knave."

According to the system of American leads, the jack is led from two combinations, in suits of five or more: (1) From ace, king, queen, jack, and one or more. (2) From king, queen, jack, and two or more. G. W. Pettes also led jack from jack, ten, nine, and one or more, and jack, ten, and two small.

The old system of leads provides for the lead of jack from king, queen, jack, and two or more; from jack, ten, nine, with or without small ones; and from jack and one or two others (forced leads).

In the Howell (short-suit) game, jack, followed by queen, indicates the high-card game; followed by ace or king, or by a small card, it indicates the supporting-card game, and three in suit.

Knave is now being led only from king, queen, knave, and others, denying ace, to give partner information that (when winning) the suit is unestablished, unless he holds the ace.—*Kate Wheelock* [*L. A.*], "*Whist Rules*," *1897*.

The term "jack," for the Scandinavian chief or captain, is historically correct. The term "knave" is comparatively modern and abusive; though now fashionable, it was a low term about 1720 A. D.—"*Aquarius*" [*L. O.*], "*The Hands at Whist*," *1884*.

Our use of the word "jack" is simply for convenience in distinguishing it from the king in abbreviation. * * * Viewing the matter from the imagined standpoint of a purist, we see nothing particularly elevating in the word "knave."—*Whist* [*L. A.*], *December, 1892*.

Most of the authorities, and many of the finest players, have abandoned the lead of knave from knave, ten, nine, etc. Analysis demonstrates that there is little, if any, advantage in favor of the lead of the knave as against the fourth best.—*C. D. P. Hamilton* [*L. A.*], "*Modern Scientific Whist*."

Jenks, Mrs. M. S.—Among the women of this country who have devoted their talents to the advancement of whist, and who have won high and well-deserved reputations as teachers of the game, Mrs. Marta S. Jenks occupies a prominent position. Mrs. Jenks was born at Randolph, Tenn., and received her education in a convent, in the city of Memphis. She was initiated into the mysteries of whist by her father, at an early age, and was able to play an intelligent game while still in her teens. In early womanhood she removed to Philadelphia, and soon after was married. She became well known in whist circles in the Quaker City, and in 1888, with her husband, removed to Chicago. There she engaged in the study of scientific whist, with three other ladies, more as a matter of mental discipline than as a preparation for her subsequent work. Early in the following year, however, she was prevailed upon to devote at least a portion of her time to the instruction of pupils. Her success proved greater than she anticipated, and she thereafter devoted all her time to what has since become a profession.

Mrs. Jenks has been very successful as an instructor. She has had many very interesting pupils in her classes in Chicago and elsewhere; among them have been successful men from all the vocations in life, from the traveling salesman to a

member of the president's cabinet. And many of the brightest and most charming women of the land, also, have been graduated from her school. She has also written much upon the subject of whist for *Whist* and other journals, especially the Chicago *Inter-Ocean*, the whist column of which she edited with much ability for ten months, succeeding the late G. W. Pettes. Owing to the increased demands upon her time as a teacher she was obliged to resign the position, although she still remains a regular contributor to the paper, which she represented at the organization of the Woman's Whist League, in Philadelphia, 1897. From there she went to California to join her husband, who had settled at San Dimas, in February, owing to ill health. In the winter of 1897–'98 she returned to Chicago, and resumed her teaching there, and also in Washington, D. C. (See, also, "Teachers of Whist," and "Whist as an Educator.")

"Jeroboam Hand."—In the early part of the present century, in England, if a player held cards of overwhelming strength he was said to have a "Jeroboam hand," in reference to the division of the tribes of Israel, when Jeroboam obtained ten and his rival but two. The phrase is now obsolete.

Johnson on Whist.—Dr. Samuel Johnson, in the *Rambler* for May, 1750, draws the character of a lady who was obliged to drudge at whist until she was "wearied to death with the game."

Jones, Henry.—See, "Cavendish."

Judges of Appeals.—The by-laws of the American Whist League, as amended in 1895, provide for "a board of three judges of appeals, whose duty it shall be to consider and decide all questions concerning the interpretation or application of the laws referred to them by any member of the League. Their decisions shall be published in the official organ of the League."

At the annual congress, in 1897, the by-laws were so amended as to abolish the judges of appeals, and to cause the duties above outlined to hereafter devolve upon the president of the League. The motion for the change was made by Eugene S. Elliott, the senior member of the board, or "court," who felt convinced that the laws of whist are so plain that a special tribunal to interpret them is unnecessary, and that any possible questions that might arise could safely be left with the presiding officer of the League.

Judgment.—Good judgment in whist is an important and highly necessary quality. Quick perception and judgment enables the player to do the right thing at the right time. Judgment must be exercised, not only in opening a hand correctly, but in adapting the play to its development as affected by the holdings of partner and the adversaries.

A certain class of persons, among whom we often find players of considerable skill, consider that the play of a hand is entirely a matter of individual judgment. It would be so if the player had full data to act upon, and towards the end of a hand, when the positions of the cards may be pretty well known, these persons often play very well. But they forget that during a large portion of the hand no sufficient data exist for judgment, properly so called.—*William Pole* [*L. A+*], "*Philosophy of Whist.*"

Jumping a Suit.—To lead a winning card in one suit and lead another suit next—a play suggestive of an exceptional condition of

the hand, or strongly suggestive of bumblepuppy.

Junior Whist Club.—This novel and successful organization was started in Philadelphia, early in 1897, for the purpose of interesting the young men in a game which would afford them good mental training and discipline, and draw their attention away from less desirable games. The movement was started by Mrs. T. H. Andrews, president of the Woman's Whist League, and her son, T. H. Andrews, Jr., became president of the Juniors; J. D. Andrews, vice-president; R. Sterling Dupuy, secretary; and Henry L. Fox, treasurer.

The Juniors acted as ushers at the first congress of the Woman's Whist League, in April, 1897, and on May 20 of the same year they were admitted to membership in the American Whist League, their membership being given in the annual report as twenty-six. They are also charter members of the Atlantic Whist Association. They have a comfortable club-house of their own, and have taken part in a number of important matches against older players. In the Philadelphia inter-city match they defeated the Hamilton Club, the Art Club, and the Columbia Club—a remarkable achievement. They sent a pair to the seventh congress of the American Whist League, at Put-in-Bay, 1897, and the young men distinguished themselves in making top score for their side (north and south) in the match for the Brooklyn Trophy. In the Minneapolis Trophy contest for club pairs, they stood seventh among fifteen contesting pairs. The same pair made top score also at Jersey City, in the match for the Brooklyn Trophy. This record for the year 1897 gives promise for still better things in the future. We may add that the ages of the Juniors range from sixteen to twenty-one years.

Keiley, Charles R.—A leading advocate of the short-suit game, and a whist-teacher of recognized ability. He was born in Richmond, Va., July 3, 1859; received his early education mostly from his father (a justice of the International Court of Appeals of Egypt), and subsequently attended the University of Virginia. He has always been a contributor to the press, but engaged in various business enterprises also at various times, including that of publisher.

Mr. Keiley began playing whist in Richmond, his old home, a number of years ago, and continued in a desultory manner until 1885, when he played considerable "*whist à trois*" in Paris, and straight whist in England. After that he dropped the game until the early nineties, when he commenced playing again, and was extremely annoyed at being outpointed by men who were not in the same class with him in other games. This caused him to take up whist, and study it systematically. Since then he has taken high rank as a player, and also as an instructor. He has represented New York in the inter-city contests for teams of eight (as a member of the first four); he has been a member of the team of the Continental Club, of New York; captain of the Cherry Diamond Club's team, and also captain of the Whist Club team, of New York, which won the Challenge Trophy at the sixth congress of the American Whist League. He organized the Syracuse (N. Y.) Whist Club (now the Chess, Checker, and Whist Club), and has been whist editor of the New York *Mail and Express*, *Evening Telegram*, and

Herald. His first venture as an author was "Whist Points," a book for beginners, now out of print. In 1897 he published another volume, "The Laws of Bridge," and in the same year he finished his most important work, "Common Sense in Whist." This book is devoted to variations in the long-suit game; or, in other words, it advises a long-suit attack whenever the chances for its successful issue are favorable, but argues against the lead of the longest suit without taking into consideration the remainder of the hand. It is an amplification of the scheme of play which he devised for the team of the New York Whist Club.

The idea of playing weak suits down, or leading from the "top of nothing," originated with Mr. Keiley. His idea was always to tell partner that when the lower card fell from the leader's hand the latter had no more. This scheme of play necessitated his abandonment of American leads, except in trumps. (See, also, "Short-Suit Leads, Keiley's.")

Keim, Mrs. George de Benneville.—An efficient whist teacher, who has also done much good work in organizing whist clubs among the ladies. Mrs. Keim first became interested in whist after her marriage, owing to her husband's devotion to the game. About seven years ago she began to study the game systematically, during her residence in Philadelphia, being a pupil of Miss Gertrude Clapp, of New York, for three years. Then she studied two years with Mrs. Newbold, of Philadelphia, and after that one year with Mrs. T. H. Andrews. She began to teach the game herself during the winter of 1896–'97, at Richmond, Va., her native city. The desire to learn the modern game had not yet been awakened in that city, and Mrs. Keim found some difficulty in introducing it. By degrees she was able to inspire a few of the ladies, and finally she succeeded in forming a number of classes, and also in establishing two whist clubs, which she named respectively the Emma D. Andrews Whist Club (in honor of Mrs. T. H. Andrews), and the Milton C. Work Whist Club. The former started with forty and the latter with thirty members, and both joined the Woman's Whist League. In 1897 she began teaching in New Jersey, at Burlington, Beverley, and Edgewater Park (her place of residence), and at the latter place she organized another League club, named also the Emma D. Andrews, of which she herself is president.

Mrs. Keim teaches the long-suit system with American leads, and recommends Work's "Whist of To-day" as the authority on the game. She is also a good player. In the ladies' whist tournament at Philadelphia, during November, 1897, she played on the Camden team, and succeeded in holding second place at the close.

King.—The second highest card in the pack; one of the four honors counted in the English game; one of the three court cards. It is led more frequently than any other high card.

Under the system of American leads, the king is led originally only from suits of four or less, when accompanied by ace, or queen, or both. The king led, therefore, indicates a suit of not more than four, and either ace or queen, perhaps both.

Under the system of old leads, the king is led only when the card next to it is also held in the hand.

Thus, from ace, king, and others; from king, queen, and others (unless these others, being more than two, include the jack); from king and two others (forced lead), if you have reason to believe partner has strength in the suit; and from king and one other (forced lead), whatever that other card may be.

In the Howell (short-suit) system, king followed by ace, indicates the high-card game, but greater accompanying strength than ace followed by king. King, unaccompanied by ace, indicates the high-card game, with probably queen, jack, and others in hand.

In the Hamilton leads, the fourth best instead of the ten is led from the king, jack, ten combination.

The question is often asked, whether, holding king and one small card, the king should be played, second hand, on a low card led? Pole, in "The Philosophy of Whist," holds that it is disadvantageous to do so; and "Cavendish" agrees with him that the small card should be played, but recognizes the fact that there are exceptions to the rule, such as urgent necessity for stopping the trump lead —queen turned up to the left—ace turned at the right, etc. In America opinion seems divided on the subject. The editor of *Whist*, in the issue for April, 1894, stated that his observation was that "the king is generally played in our leading clubs."

Another question on which there is a diversity of opinion is whether the second hand, holding king singly guarded, should cover the queen led. Milton C. Work, in his "Whist of To-day" (page 41), recommends the play, but the editor of *Whist* (August, 1895, issue) says he regards it as "one of the worst trick-losing plays that it is very well possible to conceive of, although," he admits, "it is a practice followed by many very fine players."

Having king, knave, and ten, lead the ten. For if your partner holds the ace you have a good chance to make three tricks whether he passes the ten or not.—*William Payne* [*L. O.*], "*Whist Maxims*," *1770.*

The old orthodox habit for a long suit headed by king and queen, was to begin with the king; but this also was now confined to suits of four only; for longer suits the new prescription [by "Cavendish," 1888] was to begin with the queen.—*William Pole* [*L. A+*], "*Evolution of Whist.*"

King Card.—See, "Master Card."

Knave.—The fourth card in rank or value; the jack (*q. v.*).

Lady Whist - Players. — See, "Women as Whist-Players."

Lamb, Charles, at Whist.—Charles Lamb, the gentle essayist, who portrayed and made famous the woman whist-player known as *Sarah Battle*, was himself a great admirer of the game. Talfourd, in his "Memorials of Charles Lamb," mentions him at a sitting as follows:

"Lamb himself, yet unrelaxed by the glass, is sitting with a sort of Quaker primness at the whist-table, the gentleness of his melancholy smile half lost in his intentness on the game; his partner, the author of 'Political Justice,' is regarding his hand with a philosophic but not a careless eye; Captain Burney, only not venerable because so young in spirit, sits between them; and H. C. R., who alone now and then breaks the proper silence to welcome some incoming guest, is his partner."

Language, A.—There can be no doubt that whist has a language of its own. From almost every card

played some inference may be drawn. Each partner speaks to the other as plainly as though he employed words, when both are masters of the game and its conventionalities.

Whist is a language, and every card played an intelligible sentence.—*James Clay* [*L. O+*].

All whist-players understand that the cards speak. Some can comprehend all the cards say. — *Westminster Papers* [*L+O.*].

It is well that the whist world is governed substantially by the same code of laws. It would be better if it were altogether so; then even different languages would not separate good whist-players. As to whist, they would form a common brotherhood the world over and therein speak fluently one language.—*A. J. McIntosh* [*L. A.*], "*Modern Whist*," *1888.*

Four gentlemen or ladies, from the four quarters of the earth, perchance meet on board a train or ocean steamer. Each speaks in a tongue unknown to the other. The journey promises to be tedious, dreary, lonesome, and even disagreeable. Presently one produces a pack of cards, they sit around a table, the cards are shuffled, cut, and dealt, and thenceforth these four converse with an intelligence and an eloquence never surpassed by the glibest tongue the world ever heard. Their language is *whist*—every card properly played being an intelligible sentence, and they can each understand its inflections, and revel in its infinite variety of expression until the journey is ended. What a beautiful language it is!—*P. J. Tormey* [*L. A.*], *Whist, July, 1894.*

Last Trick, Seeing the.—See "Quitted."

Last Trump.—A most important card in regaining the lead, and bringing in an established suit. (See, "Thirteenth Trump.")

Laws of Whist.—Rules and regulations for the practice of whist, and the government of whist-players. The laws have certain penalties attached for their infraction, which every whist-player should be familiar with, submit to on his part, and exact from others, in order that good whist may prevail. "Cavendish" says: "Card laws are intended to effect two objects: (1) To preserve the harmony and determine the ordering of the table. (2) To prevent any player from obtaining an unfair advantage. The word 'unfair' must be taken in a restricted sense. It does not mean intentional unfairness. This is not to be dealt with by laws, but by exclusion from the card table."

Whist-players in America have generally accepted and are governed by the American code (see, "Laws of Whist — American Code"), which is based on the English laws, but so changed and amended as to suit the American game. English players generally adhere to the laws of short whist, which were promulgated in 1864, and are based on the long-suit code of Hoyle, as amended in 1760. Both the English and American laws are supplemented by "The Etiquette of Whist" (*q. v.*), a number of rules which are in effect laws, although it would be difficult to prescribe any penalties for their transgression other than those visited upon persons who are guilty of bad manners or unfairness in other walks of life.

Laws for the playing of card games were framed for the purpose: (1) Of ordering and determining the conditions and formalities of the game; (2) of promoting harmony; (3) of establishing and maintaining equity.—*William Cusack-Smith* [*L. O.*].

The law-makers, anticipating that through inadvertence, accident, or carelessness the rules would be violated by players, and that thereby the player violating, and his partner, would obtain an undue advantage, as a compensation to the adversaries for this advantage thus gained, provision is made under the rules—generally called penalties—to equal the advantage.—*A. J. McIntosh* [*L. A.*], "*Modern Whist*," *1888.*

Laws of Whist — American Code.—A code for the government of American whist was drawn up under the guidance of George W. Pettes, and adopted, in 1889, by the Deschapelles Club, of Boston, Mass. It contained but eighteen sections, and marked a radical departure from the English system of laws. This code, together with the club rules, may be found in Pettes' "American Whist Illustrated," pages 21–25.

The generally accepted and recognized laws for the American game were, however, enacted in 1891, at the first congress of the American Whist League, at Milwaukee, Wis., and in framing them the English code was taken as a basis, and practical suggestions, made in a letter to the congress, by N. B. Trist, were carried out. Among other things he said: "It is needless to say that I consider the deduction or adding of points, except in cases of revoke, as penalties for whist offenses, to be contrary to the principle on which whist laws should be based; consequently, I advise that we profit by the experience of our English cousins. They already have an elaborate code of laws, which is authority all over England and in many clubs in this country, and which will subserve our purpose very well, by eliminating from it all matter pertaining to the counting of honors, which has been almost universally abolished in this country, as a blemish on a game which claims to be scientific. It is probable that some changes also in the mode of scoring will be proposed. The English system does not seem to be popular, as is shown by the fact that half-a-dozen ways of counting prevail in this country. * * * In my opinion, the game, where honors are not counted, should consist of seven points."

The work begun by the first congress was continued at the second congress, in New York, and finished at Chicago, in 1893, where a report was made by a committee, consisting of Theodore Schwarz, chairman, and Nicholas B. Trist, Walter H. Barney, C. D. P. Hamilton, Fisher Ames, Cassius M. Paine, and Henry Jones ("Cavendish"), who had given the matter most careful attention.

The new code reduced the number of laws from ninety-one (in the English code) to thirty-nine, and made harmonious the great diversity of usage in vogue in this country. (See, also, "American and English Laws.") Broadly speaking, the American code is based upon the following postulations:

1. The conduct of the American game should be governed by a code based on whist for whist, apart from stakes.

2. Infractions of whist laws and rules of table etiquette are unintentional.

3. No player takes advantage of information afforded by breaches of the law.

4. Whist laws should be framed with these objects in view, viz.: To define the general order of play, to promote closer attention, and to maintain decorum.

5. The penalty for the infraction of a law is not for the purpose of restitution for damages (except in the case of the revoke), but solely to stimulate precaution and repress improprieties of play.

The American code also includes laws for the government of duplicate whist (see, "Duplicate Whist, Laws of"), which were adopted at the fourth congress of the League, Philadelphia, 1894. At the sixth congress, held at Manhattan Beach, Brooklyn, 1896, a standing committee on laws was appointed to sug-

gest such revisions of the code (both for straight and duplicate whist) as their judgment might dictate. The committee invited every whist club, and every individual member who had any suggestion or recommendation to offer on the subject, to forward the same at earliest convenience. The report of the committee, made and adopted at the seventh congress, at Put-in-Bay, 1897, was somewhat of a disappointment to those who believed in revision, for the general code was left untouched, and only the laws of duplicate were amended. (See, "Laws of Whist—Proposed Revision.") We give herewith the laws of the game as now in force:

The Game.—1. A game consists of seven points, each trick above six counting one. The value of the game is determined by deducting the losers' score from seven.

Forming the Table.—2. Those first in the room have the preference. If, by reason of two or more arriving at the same time, more than four assemble, the preference among the last comers is determined by cutting, a lower cut giving the preference over all cutting higher. A complete table consists of six; the four having the preference play. Partners are determined by cutting; the highest two play against the lowest two; the lowest deals, and has the choice of seats and cards.

3. If two players cut intermediate cards of equal value they cut again; the lower of the new cut plays with the original lowest.

4. If three players cut cards of equal value they cut again. If the fourth has cut the highest card the lowest two of the new cut are partners, and the lowest deals. If the fourth has cut the lowest card he deals, and the highest two of the new cut are partners.

5. At the end of a game, if there are more than four belonging to the table, a sufficient number of the players retire to admit those awaiting their turn to play. In determining which players remain in, those who have played a less number of consecutive games have the preference over all who have played a greater number; between two or more who have played an equal number the preference is determined by cutting, a lower cut giving the preference over all cutting higher.

6. To entitle one to enter a table, he must declare his intention to do so before any one of the players has cut for the purpose of commencing a new game or of cutting out.

Cutting.—7. In cutting, the ace is the lowest card. All must cut from the same pack. If a player exposes more than one card, he must cut again. Drawing cards from the outspread pack may be resorted to in place of cutting.

Shuffling.—8. Before every deal, the cards must be shuffled. When two packs are used, the dealer's partner must collect and shuffle the cards for the ensuing deal, and place them at his right hand. In all cases, the dealer may shuffle last.

9. A pack must not be shuffled during the play of a hand, nor so as to expose the face of any card.

Cutting to the Dealer.—10. The dealer must present the pack to his right-hand adversary to be cut; the adversary must take a portion from the top of the pack and place it towards the dealer; at least four cards must be left in each packet; the dealer must reunite the packets by placing the one not removed in cutting upon the other.

11. If, in cutting or in reuniting the separate packets, a card is ex-

posed, the pack must be reshuffled by the dealer and cut again; if there is any confusion of the cards, or doubt as to the place where the pack was separated, there must be a new cut.

12. If the dealer reshuffles the pack after it has been properly cut, he loses his deal.

Dealing.—13. When the pack has been properly cut and reunited, the dealer must distribute the cards, one at a time, to each player in regular rotation, beginning at his left. The last, which is the trump card, must be turned up before the dealer. At the end of the hand, or when the deal is lost, the deal passes to the player next to the dealer on his left, and so on to each in turn.

14. There must be a new deal by the same dealer:

I. If any card except the last is faced in the pack.

II. If, during the deal or during the play of the hand, the pack is proved incorrect or imperfect; but any prior score made with that pack shall stand.

15. If, during the deal, a card is exposed, the side not in fault may demand a new deal, provided neither of that side has touched a card. If a new deal does not take place, the exposed card is not liable to be called.

16. Any one dealing out of turn, or with his adversaries' pack, may be stopped before the trump card is turned, after which the deal is valid, and the packs, if changed, so remain.

Misdealing.—17. It is a misdeal:

I. If the dealer omits to have the pack cut, and his adversaries discover the error before the trump card is turned and before looking at any of their cards.

II. If he deals a card incorrectly and fails to correct the error before dealing another.

III. If he counts the cards on the table or in the remainder of the pack.

IV. If, having a perfect pack, he does not deal to each player the proper number of cards, and the error is discovered before all have played to the first trick.

V. If he looks at the trump card before the deal is completed.

VI. If he places the trump card face downwards upon his own or any other player's cards.

A misdeal loses the deal, unless, during the deal, either of the adversaries touches a card or in any other manner interrupts the dealer.

The Trump Card.—18. The dealer must leave the trump card face upwards on the table until it is his turn to play to the first trick; if it is left on the table until after the second trick has been turned and quitted, it is liable to be called. After it has been lawfully taken up, it must not be named, and any player naming it is liable to have his highest or his lowest trump called by either adversary. A player may, however, ask what the trump suit is.

Irregularities in the Hands.—19. If, at any time after all have played to the first trick, the pack being perfect, a player is found to have either more or less than his correct number of cards, and his adversaries have their right number, the latter, upon the discovery of such surplus or deficiency, may consult, and shall have the choice:

I. To have a new deal; or,

II. To have the hand played out, in which case the surplus or missing card or cards are not taken into account.

If either of the adversaries also has more or less than his correct number, there must be a new deal.

If any player has a surplus card by reason of an omission to play to

a trick, his adversaries can exercise the foregoing privilege only after he has played to the trick following the one in which such omission occurred.

Cards Liable to be Called.—20. The following cards are liable to be called by either adversary:

I. Every card faced upon the table otherwise than in the regular course of play, but not including a card led out of turn.

II. Every card thrown with the one led or played to the current trick. The player must indicate the one led or played.

III. Every card so held by a player that his partner sees any portion of its face.

IV. All the cards in a hand lowered or shown by a player so that his partner sees more than one card of it.

V. Every card named by the player holding it.

21. All cards liable to be called must be placed and left face upwards on the table. A player must lead or play them when they are called, provided he can do so without revoking. The call may be repeated at each trick until the card is played. A player cannot be prevented from leading or playing a card liable to be called; if he can get rid of it in the course of play, no penalty remains.

22. If a player leads a card better than any his adversaries hold of the suit, and then leads one or more other cards without waiting for his partner to play, the latter may be called upon by either adversary to take the first trick, and the other cards thus improperly played are liable to be called; it makes no difference whether he plays them one after the other, or throws them all on the table together, after the first card is played the others are liable to be called.

23. A player having a card liable to be called must not play another until the adversaries have stated whether or not they wish to call the card liable to the penalty. If he plays another card without awaiting the decision of the adversaries, such other card also is liable to be called.

Leading out of Turn.—24. If any player leads out of turn, a suit may be called from him or his partner the first time it is the turn of either of them to lead. The penalty can be enforced only by the adversary on the right of the player from whom a suit can lawfully be called.

If a player, so called on to lead a suit, has none of it, or if all have played to the false lead, no penalty can be enforced. If all have not played to the trick, the cards erroneously played to such false lead are not liable to be called, and must be taken back.

Playing out of Turn.—25. If the third hand plays before the second, the fourth hand also may play before the second.

26. If the third hand has not played, and the fourth hand plays before the second, the latter may be called upon by the third hand to play his highest or lowest card of the suit led; or, if he has none, to trump or not to trump the trick.

Abandoned Hands.—27. If all four players throw their cards on the table, face upwards, no further play of that hand is permitted. The result of the hand, as then claimed or admitted, is established, provided that, if a revoke is discovered, the revoke penalty attaches.

Revoking.—28. A revoke is a renounce in error not corrected in time. A player renounces in error, when, holding one or more cards of the suit led, he plays a card of a different suit.

A renounce in error may be corrected by the player making it, before the trick in which it occurs has been turned and quitted, unless either he or his partner, whether in his right turn or otherwise, has led or played to the following trick, or unless his partner has asked whether or not he has any of the suit renounced.

29. If a player corrects his mistake in time to save a revoke, the card improperly played by him is liable to be called; any player or players, who have played after him, may withdraw their cards and substitute others; the cards so withdrawn are not liable to be called.

30. The penalty of revoking is the transfer of two tricks from the revoking side to their adversaries; it can be enforced for as many revokes as occur during the hand. The revoking side cannot win the game in that hand; if both sides revoke, neither can win the game in that hand.

31. The revoking player and his partner may require the hand, in which the revoke has been made, to be played out, and score all points made by them up to the score of six.

32. At the end of a hand, the claimants of a revoke may search all the tricks. If the cards have been mixed, the claim may be urged and proved, if possible; but no proof is necessary and the revoke is established, if, after it has been claimed, the accused player or his partner mixes the cards before they have been examined to the satisfaction of the adversaries.

33. The revoke can be claimed at any time before the cards have been presented and cut for the following deal, but not thereafter.

Miscellaneous.—34. Any one, during the play of a trick, and before the cards have been touched for the purpose of gathering them together, may demand that the players draw their cards.

35. If any one, prior to his partner playing, calls attention in any manner to the trick or to the score, the adversary last to play to the trick may require the offender's partner to play his highest or lowest of the suit led, or, if he has none, to trump or not to trump the trick.

36. If any player says, "I can win the rest," "The rest are ours," "We have the game," or words to that effect, his partner's cards must be laid upon the table, and are liable to be called.

37. When a trick has been turned and quitted, it must not again be seen until after the hand has been played. A violation of this law subjects the offender's side to the same penalty as in case of a lead out of turn.

38. If a player is lawfully called upon to play the highest or lowest of a suit, or to trump or not to trump a trick, or to lead a suit, and unnecessarily fails to comply, he is liable to the same penalty as if he had revoked.

39. In all cases where a penalty has been incurred the offender must await the decision of the adversaries. If either of them, with or without his partner's consent, demands a penalty to which they are entitled, such decision is final. If the wrong adversary demands a penalty, or a wrong penalty is demanded, none can be enforced.

(See, also, "Etiquette of Whist.")

Laws of Whist—English Code.—Hoyle first gave a printed existence to the laws of whist in 1742. The fourteen laws then issued were subsequently increased to twenty-four, and these were the authority until 1760, when they were revised, and the revision was agreed to by

the members of White's and Saunders's chocolate houses. These laws provided for the old ten-point game, or long whist, of Hoyle. They remained in force until 1864, when the supremacy of short whist had become a fact, and the necessity for a change in the laws was keenly felt by players everywhere. The first to suggest a revision, and to take an active part in bringing it about, was John Loraine Baldwin, a well-known player, who wrote as follows concerning it in May, 1864: "Some years ago I suggested to the late Hon. George Anson, one of the most accomplished whist-players of his day, that as the supremacy of short whist was an acknowledged fact, a revision and reformation of Hoyle's rules would confer a boon on whist-players generally, and on those especially to whom disputes and doubtful points were constantly referred." Their views coincided, but the project was for a time abandoned. In 1863 Mr. Baldwin renewed his efforts, and in May of that year one of the chief whist clubs, the Arlington (now called the Turf), appointed a committee of nine, with James Clay as chairman, to co-operate in the matter. After preparing the new code, it was sent to another leading club, the Portland, and considered by a committee of which H. D. Jones (father of "Cavendish") was chairman. The suggestions offered by the latter committee were accepted, and on April 30, 1864, the code was formally adopted by the Arlington Club, on a resolution signed by the Duke of Beaufort as chairman. The code was shortly after published in conjunction with James Clay's treatise on "Short Whist," and was at once adopted by the principal clubs. It has ever since remained the standard authority in England and other English-speaking countries, with the exception of the United States, where a new code is now in force. The English code consists of ninety-one sections, as follows:

The Rubber.—1. The rubber is the best of three games. If the first two games be won by the same players, the third game is not played.

Scoring.—2. A game consists of five points. Each trick above six counts one point.

3. Honors—*i.e.*, ace, king, queen, and knave, of trumps—are thus reckoned:

If a player and his partner, either separately or conjointly, hold—

I. The four honors, they score four points.
II. Any three honors, they score two points.
III. Only two honors, they do not score.

4. Those players who, at the commencement of a deal, are at the score of four, cannot score honors.

5. The penalty for a revoke takes precedence of all other scores. Tricks score next; honors last.

6. Honors, unless claimed before the trump card of the following deal is turned up, cannot be scored.

7. To score honors is not sufficient; they must be called at the end of the hand; if so called, they may be scored at any time during the game.

8. The winners gain—

I. A treble, or game of three points, when their adversaries have not scored.
II. A double, or game of two points, when their adversaries have scored less than three.
III. A single, or game of one point, when their adversaries have scored three or four.

9. The winners of the rubber gain two points, commonly called the rubber points, in addition to the value of their games.

10. Should the rubber have consisted of three games, the value of the loser's game is deducted from the gross number of points gained by their opponents.

11. If an erroneous score be proved, such mistake can be corrected prior to the conclusion of the game in which it occurred, and such game is not concluded until the trump card of the following deal has been turned up.

12. If an erroneous score affecting the amount of the rubber be proved, such mistake can be rectified at any time during the rubber.

Cutting.—13. The ace is the lowest card.

14. In all cases, every one must cut from the same pack.

15. Should a player expose more than one card he must cut again.

Formation of Table. — 16. If there are more than four candidates the players are selected by cutting, those first in the room having the preference. The four who cut the lowest cards play first, and again cut to decide on partners; the two lowest play against the two highest; the lowest is the dealer, who has choice of cards and seats, and having once made his selection must abide by it.

17. When there are more than six candidates those who cut the two next lowest cards belong to the table, which is complete with six players; on the retirement of one of these six players the candidate who cut the next lowest card has a prior right to any after-comer to enter the table.

Cutting Cards of Equal Value.—18. Two players cutting cards of equal value, unless such cards are the two highest, cut again; should they be the two lowest, a fresh cut is necessary to decide which of those two deals.

19. Three players cutting cards of equal value cut again. Should the fourth (or remaining) card be the highest, the two lowest of the new cut are partners, the lower of these two the dealer; should the fourth card be the lowest, the two highest are partners, the original lowest the dealer.

Cutting Out.—20. At the end of a rubber, should admission be claimed by any one or two candidates, he who has, or they who have, played a greater number of consecutive rubbers than the others is, or are, out; but when all have played the same number, they must cut to decide upon the out-goers; the highest are out.

Entry and Re-entry.—21. A candidate wishing to enter a table must declare such intention prior to any of the players having cut a card, either for the purpose of commencing a fresh rubber or of cutting out.

22. In the formation of fresh tables, those candidates who have neither belonged to, nor played at, any other table have the prior right of entry; the others decide their right of admission by cutting.

23. Any one quitting a table prior to the conclusion of a rubber may, with consent of the other three players, appoint a substitute in his absence during that rubber.

24. A player cutting into one table, whilst belonging to another, loses his right of re-entry into that latter, and takes his chance of cutting in, as if he were a fresh candidate.

25. If any one break up a table, the remaining players have the prior right to him of entry into any other; and should there not be sufficient vacancies at such other table to admit all these candidates, they settle their precedence by cutting.

Shuffling.—26. The pack must neither be shuffled below the table,

nor so that the face of any card be seen.

27. The pack must not be shuffled during the play of the hand.

28. A pack, having been played with, must neither be shuffled by dealing it into packets nor across the table.

29. Each player has a right to shuffle, once only, except as provided by Rule 32, prior to a deal after a false cut, or when a new deal has occurred.

30. The dealer's partner must collect the cards for the ensuing deal, and has the first right to shuffle that pack.

31. Each player, after shuffling, must place the cards, properly collected and face downwards, to the left of the player about to deal.

32. The dealer has always the right to shuffle last; but should a card or cards be seen during his shuffling, or while giving the pack to be cut, he may be compelled to reshuffle.

The Deal.—33. Each player deals in his turn; the right of dealing goes to the left.

34. The player on the dealer's right cuts the pack, and in dividing it must not leave fewer than four cards in either packet; if in cutting, or in replacing one of the two packets on the other, a card be exposed, or if there be any confusion of the cards, or a doubt as to the exact place in which the pack was divided, there must be a fresh cut.

35. When a player whose duty it is to cut has once separated the pack, he cannot alter his intention; he can neither reshuffle nor recut the cards.

36. When the pack is cut, should the dealer shuffle the cards he loses his deal.

A New Deal.—37. There must be a new deal—

I. If during a deal, or during the play of a hand, the pack be proved incorrect or imperfect.

II. If any card, excepting the last, be faced in the pack.

38. If, whilst dealing, a card be exposed by the dealer or his partner, should neither of the adversaries have touched the cards, the latter can claim a new deal; a card exposed by either adversary gives that claim to the dealer, provided that his partner has not touched a card; if a new deal does not take place the exposed card cannot be called.

39. If during dealing a player touch any of his cards, the adversaries may do the same without losing their privilege of claiming a new deal, should chance give them such option.

40. If, in dealing, one of the last cards be exposed, and the dealer turn up the trump before there is reasonable time for his adversaries to decide as to a fresh deal, they do not thereby lose their privilege.

41. If a player, whilst dealing, look at the trump card, his adversaries have a right to see it, and may exact a new deal.

42. If a player take into the hand dealt to him a card belonging to the other pack, the adversaries, on discovery of the error, may decide whether they will have a fresh deal or not.

A Misdeal.—43. A misdeal loses the deal.

44. It is a misdeal—

I. Unless the cards are dealt into four packets, one at a time in regular rotation, beginning with the player to the dealer's left.

II. Should the dealer place the last card (*i. e.*, the trump) face downwards, on his own, or any other pack.

III. Should the trump card not come in its regular order to the dealer; but he does not lose his deal if the pack be proved imperfect.

IV. Should a player have fourteen cards, and either of the other three less than thirteen.

V. Should the dealer, under an impression that he has made a mistake, either count the cards on the table or the remainder of the pack.

VI. Should the dealer deal two cards at once, or two cards to the same hand, and then deal a third; but if prior to dealing that third card the dealer can, by altering the position of one card only, rectify such error, he may do so, except as provided by the second paragraph of this law.

VII. Should the dealer omit to have the pack cut to him, and the adversaries discover the error, prior to the trump card being turned up, and before looking at their cards, but not after having done so.

45. A misdeal does not lose the deal if, during the dealing, either of the adversaries touch the cards prior to the dealer's partner having done so; but should the latter have first interfered with the cards, notwithstanding either or both of the adversaries have subsequently done the same, the deal is lost.

46. Should three players have their right number of cards, the fourth have less than thirteen, and not discover such deficiency until he has played any of his cards, the deal stands good; should he have played, he is as answerable for any revoke he may have made as if the missing card, or cards, had been in his hand; he may search the other pack for it, or them.

47. If a pack, during or after a rubber, be proved incorrect or imperfect, such proof does not alter any past score, game, or rubber; that hand in which the imperfection was detected is null and void; the dealer deals again.

48. Any one dealing out of turn, or with the adversary's cards, may be stopped before the trump card is turned up, after which the game must proceed as if no mistake had been made.

49. A player can neither shuffle, cut, nor deal for his partner without the permission of his opponents.

50. If the adversaries interrupt a dealer while dealing, either by questioning the score or asserting that it is not his deal, and fail to establish such claim, should a misdeal occur he may deal again.

51. Should a player take his partner's deal, and misdeal, the latter is liable to the usual penalty, and the adversary next in rotation to the player who ought to have dealt then plays.

The Trump Card.—52. The dealer, when it is his turn to play to the first trick, should take the trump card into his hand; if left on the table after the first trick be turned and quitted, it is liable to be called; his partner may at any time remind him of the liability.

53. After the dealer has taken the trump card into his hand it cannot be asked for; a player naming it at any time during the play of that hand is liable to have his highest or lowest trump called.

54. If the dealer take the trump card into his hand before it is his turn to play he may be desired to lay it on the table; should he show a wrong card, this card may be called, as also a second, a third, etc., until the trump card be produced.

55. If the dealer declare himself unable to recollect the trump card, his highest or lowest trump may be called at any time during that hand, and, unless it cause him to revoke, must be played; the call may be repeated, but not changed—*i. e.*, from highest to lowest, or *vice versa*—until such card is played.

Cards Liable to be Called.—56. All exposed cards are liable to be called, and must be left on the table; but a card is not an exposed card when dropped on the floor, or elsewhere below the table.

The following are exposed cards:

I. Two or more cards played at once.
II. Any card dropped with its face upwards, or in any way exposed on or above the table, even though snatched up so quickly that no one can name it.

57. If any one play to an imperfect trick the best card on the table, or lead one which is a winning card as against his adversaries, and then lead again, or play several such winning cards, one after the other, without waiting for his partner to play, the latter may be called on to win, if he can, the first or any other of those tricks, and the other cards thus improperly played are exposed cards.

58. If a player, or players, under the impression that the game is lost, or won, or for other reasons, throw his or their cards on the table face upwards, such cards are exposed, and liable to be called, each player's by the adversary; but should one player alone retain his hand, he cannot be forced to abandon it.

59. If all four players throw their cards on the table face upwards, the hands are abandoned; and no one can again take up their cards. Should this general exhibition show that the game might have been saved, or won, neither claim can be entertained, unless a revoke be established. The revoking players are then liable to the following penalties: they cannot, under any circumstances, win the game by the result of that hand, and the adversaries may add three to their score, or deduct three from that of the revoking players.

60. A card detached from the rest of the hand, so as to be named, is liable to be called; but should the adversary name a wrong card, he is liable to have a suit called when he or his partner have the lead.

61. If a player, who has rendered himself liable to have the highest or lowest of a suit called, fail to play as desired, or if when called on to lead one suit lead another, having in his hand one or more cards of that suit demanded, he incurs the penalty of a revoke.

62. If any player lead out of turn, his adversaries may either call the card erroneously led, or may call a suit from him or his partner when it is the next turn of either of them to lead.

63. If any player lead out of turn, and the other three have followed him, the trick is complete, and the error is rectified; but if only the second, or the second and third, have played to the false lead, their cards, on discovery of the mistake, are taken back. There is no penalty against any one excepting the original offender, whose card may be called, or he, or his partner, when either of them has next the lead, may be compelled to play any suit demanded by the adversaries.

64. In no case can a player be compelled to play a card which would oblige him to revoke.

65. The call of a card may be repeated until such card has been played.

66. If a player called on to lead a suit have none of it, the penalty is paid.

Cards Played in Error, or not Played to a Trick.—67. If the third hand play before the second, the fourth hand may play before his partner.

68. Should the third hand not have played, and the fourth play before his partner, the latter may be called on to win or not to win the trick.

69. If any one omit playing to a former trick, and such error be not discovered until he has played to the next, the adversaries may claim

a new deal. Should they decide that the deal stand good, the surplus card at the end of the hand is considered to have been played to the imperfect trick, but does not constitute a revoke.

70. If any one play two cards to the same trick, or mix his trump or other card with a trick to which it does not properly belong, and the mistake be not discovered until the hand is played out, he is answerable for all consequent revokes he may have made. If during the play of the hand the error be detected, the tricks may be counted face downwards, in order to ascertain whether there be among them a card too many. Should this be the case, they may be searched and the card restored. The player is, however, liable for all revokes he may meanwhile have made.

The Revoke.—71. Is when a player, holding one or more cards of the suit led, plays a card of a different suit.

72. The penalty for a revoke:

I. Is at the option of the adversaries, who, at the end of the hand, may either take three tricks from the revoking player, or deduct three points from his score, or add three to their own score;

II. Can be claimed for as many revokes as occur during the hand;

III. Is applicable only to the score of the game in which it occurs;

IV. Cannot be divided—*i. e.*, a player cannot add one or two to his own score and deduct one or two from the revoking player.

V. Takes precedence of every other score; *e. g.*, the claimants two, their opponents nothing, the former add three to their score, and thereby win a treble game, even should the latter have made thirteen tricks, and held four honors.

73. A revoke is established, if the trick in which it occur be turned and quitted—*i. e.*, the hand removed from that trick after it has been turned face downwards on the table; or if either the revoking player or his partner, whether in his right turn or otherwise, lead or play to the following trick.

74. A player may ask his partner whether he has not a card of the suit which he has renounced; should the question be asked before the trick is turned and quitted, subsequent turning and quitting does not establish the revoke, and the error may be corrected, unless the question be answered in the negative, or unless the revoking player or his partner have led or played to the following trick.

75. At the end of the hand the claimants of a revoke may search all the tricks.

76. If a player discover his mistake in time to save a revoke, his adversaries, whenever they think fit, may call the card thus played in error, or may require him to play his highest or lowest card to that trick in which he has renounced; any player or players who have played after him may withdraw their cards and substitute others; the cards withdrawn are not liable to be called.

77. If a revoke be claimed, and the accused player or his partner mix his cards before they have been sufficiently examined by the adversaries, the revoke is established. The mixing of the cards only renders the proof of a revoke difficult, but does not prevent the claim, and possible establishment, of the penalty.

78. A revoke cannot be claimed after the cards have been cut for the following deal.

79. The revoking player and his partner may, under all circumstances, require the hand in which the revoke has been detected to be played out.

80. If a revoke occur, be claimed, and proved, bets on the odd trick, or on amount of score, must be

decided by the actual state of the latter after the penalty is paid.

81. Should the players on both sides subject themselves to the penalty of one or more revokes, neither can win the game; each is punished at the discretion of his adversary.

82. In whatever way the penalty be enforced, under no circumstances can a player win a game by the result of the hand during which he has revoked; he cannot score more than four.

Calling for New Cards.—83. Any player (on paying for them) before, but not after, the pack be cut for the deal, may call for fresh cards. He must call for two new packs, of which the dealer takes his choice.

General Rules.—84. Where a player and his partner have an option of exacting from their adversaries one of two penalties, they should agree who is to make the election, but must not consult with one another which of the two penalties it is advisable to exact; if they do so consult, they lose their right; and if either of them, with or without consent of his partner, demand a penalty to which *he is entitled, such decision* is final. This rule does not apply in exacting the penalties for a revoke; partners *have then a right to consult.*

85. Any one during the play of a trick, or after the four cards are played, and before, but not after, they are touched for the purpose of gathering them together, may demand that the cards be placed before their respective players.

86. If any one, prior to his partner playing, should call attention to the trick, either by saying that it is his, or by naming his card, or, without being required so to do, by drawing it towards him, the adversaries may require that opponent's partner to play the highest or lowest of the suit then led, or to win or lose the trick.

87. In all cases where a penalty has been incurred, the offender is bound to give reasonable time for the decision of his adversaries.

88. If a bystander make any remark which calls the attention of a player or players to an oversight affecting the score, he is liable to be called on, by the players only, to pay the stakes and all bets on that game or rubber.

89. A bystander, by agreement among the players, may decide any question.

90. A card or cards torn or marked must be either replaced by agreement, or new cards called at the expense of the table.

91. Any player may demand to see the last trick turned, and no more. Under no circumstances can more than eight cards be seen during the play of the hand, viz., the four cards on the table which have not been turned and quitted, and the last trick turned.

(The "Etiquette of Whist," and laws of "Dummy" and "Double-Dummy" will be found under these heads.)

The laws of whist, though very good in the principles on which they are based, are, it must be confessed, loosely worded. It is to be hoped that some day the drafting may be reconsidered. If this were done with the consent of the clubs that have adopted the laws (which one would think could be readily obtained), a boon would be conferred upon whist-players.—"*Cavendish*" [*L. A.*], "*Card-Table Talk*," *1880.*

These laws fulfill their purpose so far as promoting harmony and maintaining equity. But they are not well worded; their verbiage is excessive; and they do not everywhere follow in appropriate succession. Some are merely club rules, and others might be dispensed with as self-evident and superfluous. In the event of future revision, some of the conditions of the game might be reconsidered, as follows: (1) Four by honors to count only two points, and two by honors one point, towards the game. (2) No game to be

won by honors without the trick. (3) The penalty for a revoke to be exacted as follows: (*a*) The revoking player to at once forfeit three points to each of his adversaries. (*b*) The revoking side not to score game on the hand during the play of which the revoke occurred. (4) A trick, once "turned and quitted," not to be seen again during the play of the hand, except to prove a revoke.—*Sir William Cusack-Smith* [*L. O.*].

Laws of Whist—Proposed Revision.—Although all the leading English authorities on whist agree that the English code is defective, and should be revised, there does not seem to be any practical movement looking towards revision. The previous code, based on the Hoyle game, remained in force for over one hundred years, until the radical change in the game from long to short whist made it absolutely necessary. It may be that an event of similar importance in the evolution of the game will be necessary before the present code is changed.

In America, the code adopted at Milwaukee, in 1891, was revised two years later, but since that time the American Whist League has become quite conservative, and although a committee on revision was appointed in 1896, it reported against any change in the code in 1897 (see, "American Whist League"), contenting itself with amending the laws of duplicate whist. This was disappointing to those who desire to see the code improved whenever necessity for it arises. Among the suggestions submitted to the committee, at the latter's request, were the following from N. B. Trist, who has taken a prominent and active part in perfecting the American code from the very beginning:

Law 8.—After "place them," insert "properly collected and face downwards." This is the wording of the English law. I would not have suggested this addition were it not for the fact that the American laws for cutting and dealing go into still minuter details.

Same Law 8.—Strike out the last sentence and substitute the following: "The dealer also has the right to shuffle." The English law allows every player to shuffle and the dealer to shuffle last. The wording of our law being almost the same as the English, has given rise to the claim —made in *Whist*, if I am not mistaken— that all the players had the right to shuffle. The proposed change would remove the ambiguity.

Law 10.—I think "either" would be better than "each."

Law 17, VI.—After "manner," insert "interferes with." This would perhaps give greater scope for the application of the law.

Law 18.—After "called by," strike out "either adversary" and insert "his right-hand adversary at any time during the play of that hand, before he plays to any current trick, or before the trick is turned and quitted, in case the offender gets the lead. The call may be repeated until the card is played, but it cannot be changed." As our law stands, it is a dead letter, as nobody can tell when the penalty is to be exacted. Some hold that it must be done immediately, and others that there must be a trump lead on which to exercise the right. The person who is to exact the penalty, and the restriction as to time, are provisions on the same lines as those regarding exposed cards and leading out of turn—as hereinafter.

Law 20.—Strike out "by either adversary."

Same Law, I.—Add "or any unseen cards of a hand faced upon the table." This is to cover the much-discussed and, to my mind, absurd English decision, that if a hand is placed face upwards on the table the whole thirteen cards can be called, although only the top one can be seen. (See *Whist*, August, 1895.)

Same Law, V.—Add "but not the trump card which has been named by the dealer." Otherwise, it could be treated as an exposed card, which would not do—as a penalty is provided for naming the trump card.

Law 23.—Re-enacted as under: "Only the right-hand adversary can call an exposed card; if he plays without calling it, the player having the exposed card may play as he pleases. Should the latter get the lead, the exposed card can only be called before the trick is turned and quitted." This is an attempt to get over the difficulty of a player having to wait the pleasure of the adversaries about calling or not calling.

Law 24.—After "lawfully called," insert "and who will lose his privilege to call a suit, unless he gives notice of his inten-

tion to do so before the trick is turned and quitted." Same remarks as above apply.

Law 28.—Add a third paragraph as under: "A player, however, may ask his adversaries if they have any of the suit renounced; but the question establishes the revoke if it happens that it is his partner who has renounced in error." (See *Whist*, August, 1895.)

Law 30.—Instead of present penalty substitute: "The penalty for revoking is the adding of two points to the score of the adversaries." For reasons given at length in August *Whist*, 1895, I consider the present penalty a bungling affair, and in many cases totally inadequate as a punishment for a revoke. The change would be, in my opinion, a great improvement in the law.

Law 39.—After "is final," insert "if a player reminds his partner to enforce a penalty, or if the wrong adversary," etc.

New paragraph, same law. "A player, however, has the right to prevent his partner from committing any irregularity, excepting renouncing in error." These changes and additions to settle two much-disputed questions. (See *Whist*, August, 1894, p. 48; October, 1894, p. 77; December, 1894, p. 123; January, 1895, p. 145.)

General A. W. Drayson, of Southsea, England, some of whose previous suggestions had been incorporated in the original American code, also responded to the request of the committee. His suggestions were as follows:

1. As the value of the game is determined by deducting the losers' score from seven (Law 1), the penalty for a revoke may be *nil*. For example, north and south are at the score of five, east and west at six. North and south win two by cards and game; east and west have revoked. By Rule 30, two tricks can be transferred from east and west to north and south, but this makes no difference in the value of the game, as north and south were game without the aid of the revoke. Hence no penalty can be inflicted on east and west for their revoke.

It seems to me that the following slight alteration in Law 30 would meet such a case: "30. The penalty for revoking is the transfer of two tricks from the revoking side to their adversaries, *or deducting two from the score of the revoking players*." etc.

By Law 20, Section 1, "Every card faced upon the table otherwise than in the regular course of play (can be called)." If a player, therefore, place his cards face upwards on the table, the whole of his cards can be called, though he only expose the top card. This is the English law, and it is most unjust to inflict so severe a penalty for such an offense.

I venture to suggest the following as a remedy for this injustice: *If a player place his cards face upwards on the table, the card or cards exposed can be called, and in addition one extra card for each card exposed, the extra card being that immediately below the exposed card or cards.*

By Law 11, English Code, "If an erroneous score be proved, such mistake can be corrected prior to the conclusion of the game in which it occurred, and such game is not concluded until the trump card of the following deal has been turned up." I cannot find in the American laws any reference as to when an erroneous score can or cannot be corrected. It might be as well to insert such a law. In the event of such a law being introduced, say that after the game is finished the score cannot be corrected, and more than one game is to be played by the same partners, we might encounter this difficulty: Suppose north and south, at the score of four, win two by cards, but by mistake count three, and hence game. North commences to deal for the second game, but east then remembers that north and south won only two by cards, and are not game. He stops north in the deal and points out the error in the score, which north and south admit, and express regret. North continues dealing, but misdeals. North claims Law 17, Section 6, that he must deal again, as he was interrupted during his deal.

Might it not be well to embody Law 50, English Code, in Law 17, Section 6, American Code? viz.: "If the adversaries interrupt a dealer whilst dealing, either by questioning the score or asserting that it is not his deal, and fail to establish such claim, should a misdeal occur, he may deal again."

I venture to offer these few suggestions, as I believe cases must occur where their application may be of benefit, and having found that suggestions I made in 1879 were adopted by the framers of American whist laws eleven years afterwards, I trust that my remarks may not be considered presumptuous.

The action of the seventh congress reserves for a future congress the credit of acting upon the above suggestions. The members of that congress seem to have been swayed by such logic as this: "A bad law that is unchangeable is better than

an uncertain good one, and in our opinion, the damage that would result from continuous changes in the laws would largely outweigh any advantage that might be derived therefrom." (*Whist*, July 9, 1897.) This is, indeed, conservatism run mad. The Medes and Persians at least claimed that their laws were good before making them unalterable. As N. B. Trist says, in a letter received from him under date of August 23, 1897: "This kind of ultra conservatism would act as a perpetual bar to any improvements in our code. I believe the code should be amended whenever it can be improved, but that this should be done only after due care and deliberation. * * * It looks, too, as if the congress had taken a somewhat anomalous position when it assumes the code of laws to be too perfect to be amended, and then suggests a virtual abrogation of some of the laws (an acknowledgment of deficiencies in the code) by recommending that whist-players should 'apply to straight whist such of the special laws of duplicate whist as are applicable, and thus the alleged defects and deficiencies of the present code will be avoided.' "

Lead, The.—The first card played of any round or trick. The original lead is the lead with which the player on the dealer's left (the eldest hand) begins the game; also, the lead with which any other player opens his hand. The uses of the lead are manifold; in fact, the lead is the most important factor in whist play. By its means we draw the adverse trumps, establish our best suit, or that of partner; enable partner to make his small trumps; force the adversaries' strong trumps; bring in our established suit; and do many other things, such as answer signals, throw the lead, give partner a chance to finesse, etc.

The lead in trumps differs in this important respect from the lead in plain suits: it involves no danger that high cards will be lost if kept back. With trumps it is, therefore, often advantageous to play a waiting game and win the last round, thus retaining the lead and making it possible to bring in your long suit, especially if you are without a card of re-entry in another suit.

Original or opening leads have an important influence on each hand played. They are always made in accordance with some recognized system or code whereby important information is conveyed to partner, especially when taken in connection with the card played on the second round. (See, "American Leads," "Old Leads," and "Short-Suit Leads.")

The best leads are from sequences of three cards or more. If you have none, lead from your most numerous suit, if strong in trumps.—*Thomas Mathews* [*L. O.*].

Never lead a card without a reason, though a wrong one. Be particularly cautious not to deceive your partner in his or your own leads.—*Thomas Mathews* [*L. O.*].

Though with good players, the lead nearly counterbalances the advantages of the deal, with bad ones it is of little or no advantage; of course it increases that of the dealer.—*Thomas Mathews* [*L. O.*].

No player should lead until the preceding trick is turned and quitted. No player should, after having led a winning card, draw a card from his hand for another lead until his partner has played to the current trick.—*Etiquette of Whist* (*American Code*).

The writer once had the pleasure of playing with "Cavendish." After the game he said: "Mr. Jones, I notice you only follow your book in the opening leads." He replied: "Certainly. The book is only intended to guide the player in the opening leads. As the game progresses he must be guided by the fall of the cards, experience, and common sense."—*New York Times*, *1896*.

The card to lead is the one that will at once afford the most information, and at the same time be in harmony with the general order. This brings the whole scheme of leading within the scope of general principles, and makes it practicable to prepare a table of leads that will harmonize and be applicable to all but exceptional hands. It follows that if partners adopt the same system, they at once begin to count the hands, and are thus enabled to combine their forces and really play a partnership game.—*C. D. P. Hamilton* [*L. A.*], "*Modern Scientific Whist.*"

Leader.—The player who leads or plays the first card in any round or trick; the one who leads a suit and causes the rest of the players to play to it. The original leader in opening a hand is the eldest hand.

Leading out of Turn.—A misplay, in whist, which consists in a player placing on the table a card of a suit which he desires played, when the right to do so belongs to another. To lead when you ought to follow, is to lead out of turn. The penalty for leading out of turn is that a suit may be called, under the American laws; the card led, or a suit, may be called under the English code.

The question, Has a player the right to prevent his partner from leading out of turn? is one upon which there is a great diversity of opinion in America. Under the English code, which, for example, permits a player to ask his partner whether he has any of a suit which he renounces (thereby often preventing a revoke), communication with partner concerning his play is more freely permitted than under the American laws, which tend more in the direction of making each player directly responsible for his own acts. While they do not expressly, or under penalty, prohibit a player from interfering with an erroneous lead on the part of his partner, neither do they expressly allow it. The question would, therefore, seem to be one where the etiquette of whist might with profit be consulted, and this says: "No conversation should be indulged in during the play, except such as is allowed by the laws of the game."

"But," say those who claim the right to prompt partner in the emergency in question, "it is not necessary to employ conversation to prevent partner from leading out of turn. It can be done by a gesture, a groan, or other mark of disapproval." In answer to this, however, we may quote further from the etiquette of whist, which says: "No player should, *in any manner* whatsoever, give any intimation as to the state of his hand or of the game, *or of approval or disapproval of a play.*" A lead out of turn is certainly a play, although a wrong one.

While it seems to us clear, therefore, that the American code favors the idea of individual responsibility (thereby inculcating caution and better play), yet in the absence of an express prohibition, under penalty, the whole matter must be left to the good judgment of the table, the same as many other questions of etiquette or of usage.

I contend that a player has a perfect right to prevent his partner from committing any irregularity whatever, such as dealing, leading, or playing out of turn. —*N. B. Trist* [*L. A.*], *Whist, December, 1894.*

A player who sees, or thinks he sees, that his partner is about to mislead, or to lead out of turn, or to commit any irregularity, has a perfect right to mention the fact, and to try to prevent the commission of the irregularity.—"*Cavendish*" [*L. A.*], *London Field.*

By the English code, two penalties may be enforced [for leading out of turn], viz., calling the card or calling a lead, and either adversary may elect to enact this penalty. By the American code, a lead

can only be called, and only one adversary can enact the penalty. This is certainly a reduction of the punishment for careless play.—*A. W. Drayson* [*L+A+*], "*Whist Laws and Whist Decisions.*"

I agree with Mr. Trist that one has a right to prevent his partner from committing an irregularity—such as dealing out of turn, shuffling, or cutting—or any irregularity that might occur before the trump is turned; after that the game becomes one of silence and play. We take our partner as one who knows how, and can control his own action; he should have the same confidence in us, and I look upon our new rules as particularly conducive to careful play.—*George H. Fish* [*L. A.*], *Whist, January, 1895.*

It is right on this principle that the English and American codes differ, the former holding that a player may protect the interests of his side by a reminder to partner in some cases; as, when a suit is renounced, to ask if no more of the suit is held, in order to guard against a revoke; while the latter is regulated by the principle that a player must rely wholly on his own intelligence and attention, and that if he falls into any fault, it is only justice for the partnership to suffer the penalty.—*Cassius M. Paine* [*L. A.*], *Whist, October, 1894.*

If any player leads out of turn, a suit may be called from him or his partner the first time it is the turn of either of them to lead. The penalty can be enforced only by the adversary on the right of the player from whom a suit can lawfully be called. If a player, so called on to lead a suit, has none of it, or if all have played to the false lead, no penalty can be enforced. If all have not played to the trick, the cards erroneously played to such false lead are not liable to be called, and must be taken back.—*Laws of Whist* (*American Code*), *Section 24.*

If my partner (not having thirteen trumps in his hand) trumps my ace led, I clearly have no right to order him to take back his trump and put something else in place of it. Why? Because the blunder was his own fault, and I took him as a partner for better or for worse. So, if he neglects to win a trick fourth hand when he ought to, I have no right to suspend the play until I can persuade him to do so. Why? Because, as before, * * * I must suffer while the opponents profit by his foolishness. Now, if he doesn't avoid leading out of turn, * * * I ought not to be allowed to save the game or help our score by playing his hand for him, as I do in a sense when I stop him from leading. * * * So long as the lead at the wrong time is strictly the partner's own fault, the firm of which he is a member ought to suffer the consequences.—*M. L. Countryman, Whist, January, 1895.*

If any player lead out of turn, his adversaries may either call the card erroneously led or may call a suit from him or his partner, when it is the next turn of either of them to lead.

If any player lead out of turn, and the other three have followed him, the trick is complete and the error is rectified; but if only the second, or the second and third, have played to the false lead, their cards, on discovery of the mistake, are taken back. There is no penalty against any one excepting the original offender, whose card may be called, or he, or his partner, when either of them next has the lead, may be compelled to play any suit demanded by the adversaries.

In no case can a player be compelled to play a card which would oblige him to revoke.

The call of a card may be repeated until such card has been played.

If a player called on to lead a suit have none of it, the penalty is paid.—*Laws of Whist* (*English Code*), *Sections 62-66.*

Leading Through.—Leading a suit in which your left-hand opponent is strong.

Many players seem to think that the excellent general rule, lead *through* strength (that is, lead a suit in which your left-hand adversary has high cards), is a rule to be universally followed when you have no good suit of your own, and do not know what is your partner's best suit. But if your left-hand adversary leads from a suit both strong and long, and you, making first trick, lead through him in that suit, you are simply playing his game.—*R. A. Proctor* [*L. O.*].

Leading Up To.—Leading a suit in which your right-hand opponent is weak—a play usually made when you have no good suit of your own, and it is inadvisable to return your partner's suit.

Leads, American.—See, "American Leads."

Leads, Systems of.—The parent, or English, system of leading, known as the old leads (*q. v.*), was developed in the early history of whist, in the time of Hoyle and

his immediate successors. The old leads enable the player to accurately indicate the high cards in his hand, number in suit being a secondary consideration. The next great system of leads is known as American leads (*q. v.*), by means of which number, as well as the character of the cards held, is accurately indicated. The system known as Hamilton leads (*q. v.*) is exactly the same as the American leads, with the exception of certain changes made in the leads from king and queen. In fact, it is American leads with modifications.

Then we have also the Howell game (*q. v.*), the common-sense game (*q. v.*), and other variations, whose chief peculiarity is the opening lead from short suits in preference to long suits, unless the latter are overwhelmingly favorable.

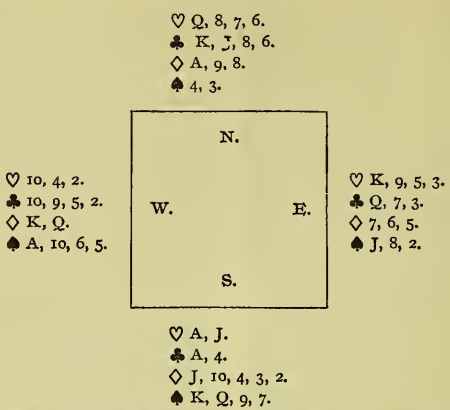
The conclusion which the writer has reached upon the question of leads is that, for players of moderate ability, the system of the old leads is the best, because it is the most simple. To such a player the intricacies of the system of American leads are most confusing, and often, in trying to determine some subtle question of how to show the number of cards in a suit, some point of play of far greater practical value is overlooked. It is only the expert who is able to benefit by the information to be given by American leads, and for two moderate players to use that system is therefore foolish when playing against opponents of their own calibre, and especially silly when matched against their superiors. The trump-showing leads give very important information, but it is of such a character that if the adversaries are of the class able to use it to the best advantage, they may make it in the long run redound to their benefit. If the adversaries have not the calibre to use the information, then the leader and his partner can adopt no system which will net them more tricks. The choice as between American leads and the old leads, with the optional trump-showing addition, was at least debatable until the Hamilton modification removed from American leads their most serious drawback. Now, when Greek meets Greek, it would seem that the best method of attack is the Hamilton modification of American leads.—*Milton C. Work* [*L. A. H.*], "*Whist of To-day.*"

Levick, Mrs. Mary D'Invilliers.—A well-known whist advocate and player. She resides in Philadelphia, where she has taken an active part in every movement for the advancement of the game. As a writer, she is chiefly known by her "Whist Catechism," in which she arranged and gave, in concise form, the fundamental principles which have stood the test of a century, together with American leads and some of the innovations adopted by whist experts.

Lewis, Frederic H.—An English whist expert and writer on the game, chiefly and justly famous for the 145 double-dummy problems which he invented and contributed to the *Westminster Papers*. He was also a fine chess-player, having once succeeded in drawing a game with Paul Morphy. Mr. Lewis was a solicitor by profession, having been admitted to the bar of the Inner Temple, London, in 1856. Charles Mossop, in the last number of the *Westminster Papers*, April 1, 1879, pays this tribute to his work: "The highest feature of the paper has been the production, month after month, of a double-dummy problem by Mr. F. H. Lewis. This field is unworked, but for beauty and ingenuity I do not think these problems will ever be surpassed. * * * If we have done nothing else for the world, we have been instrumental in inducing Mr. Lewis to compose these problems, and they will henceforth represent the highest ideal whist extant."

As an example of Mr. Lewis's powers in this direction, we will quote the following problem, which is one of his very best, if not his best. As good a player and analyst as J. H. Briggs pronounces it the best and most difficult that has ever come under his notice:

THE HANDS.



Hearts are trumps; south leads.
North and south to take nine tricks, east and west playing their best to prevent them.
All the cards are exposed, and each player takes full advantage of their observed location.

The following solution will be found interesting and instructive, although in this, as well as all other problems given in this book, students of the game should first exhaust their own ingenuity before reading the answer. South leads, as stated; the underscored card takes the trick, and the one under it is led next:

Tricks.	North.	East.	South.	West.
1	3 ♠	2 ♠	K ♠	5 ♠
2	A ◇	5 ◇	2 ◇	Q ◇
3	4 ♠	8 ♠	9 ♠	10 ♠
4	♡ 6	J ♠	7 ♠	A ♠
5	♡ 7	♡ 3	♡ J	♡ 2
6	♡ 8	♡ 5	♡ A	♡ 4
7	8 ◇	♡ 9	Q ♠	6 ♠

East and west can now make only the king of hearts and king of diamonds.

If east refuses to trump at trick 7, south leads a diamond; west makes the king of diamonds and east the king and nine of hearts.

Score: North and south, 9; east and west, 4.

This solution, together with an exhaustive analysis (including five variations of the solution), will be found in *Whist* for September, 1893. Although the problem was before the whist-players of America several months, but two correct answers were received, one from Mr. Briggs, the other from Perry Trumbull, of Chicago. John Hopley, of Bucyrus, Ohio, subsequently showed how north and south can win by the lead of any suit except clubs.

"Lieutenant-Colonel B."—A pseudonym under which a little volume appeared in London in 1856, entitled "The Whist-Player: The Laws and Practice of Short Whist Explained and Illustrated, by Lieutenant-Colonel B****." A

second edition appeared in 1858, dedicated to the Army and Navy Club. From the initial and asterisks it was generally believed that the book was written by Colonel A. F. Blyth, but Courtney, in his "English Whist and Whist-Players," states that the real author is said to have been Henry Charles Bunbury. "Cavendish" has a very poor opinion of the author's abilities, whoever he was or is, based on the quality of his work.

Little Slam, The.—Twelve tricks taken by a player and his partner in any one hand; a phrase employed in "bridge" and other so-called varieties of whist.

"Little Whist School, The."—A name applied to a coterie of English whist enthusiasts who met and studied the game something after the manner of Lord Folkestone and his associates, with a view to improvement and mutual benefit. The influence of the "Little School," like that of the players at the Crown Coffee-House, a century earlier, was destined to make a lasting impression upon whist. The players composing it all deserve to be remembered for their services in reducing to systematic form the many improvements made by expert players since the days of Hoyle, Payne, and Mathews.

About 1850, we are told by Pole, a knot of young men at Cambridge, of considerable ability, who had at first taken up whist for amusement, found it to offer such a field for intellectual study, that they continued its practice systematically with a view to its more complete scientific investigation. Among them was Daniel Jones, brother of "Cavendish," but the latter himself was not at that time one of the party, being then a student at St. Bartholomew's Hospital. Later on, about the year 1854, after the members of the original coterie had taken their degrees, "Cavendish" began to meet with them in London. The regular players were Edward Wilson, J. P., W. Dundas Gardiner, Daniel Jones, and Henry Jones, who had not yet assumed his famous pseudonym. While others joined in the play at times, these four formed the backbone of the "Little School." When they met it was their custom to play every hand through to the end for the sake of information and the purpose of making calculations on the results. They wrote down the particulars of all interesting hands, and fully discussed them among themselves. They also had constant access to the principal members of the Portland Club, and difficult points were usually written out and submitted to James Clay, M. P., a member of the club, and one of the foremost whist-players of his day and generation. All the information acquired by the school was carefully recorded and tabulated, but without any thought at the time of publishing it. About 1860 the members ceased to meet, but the records were fortunately preserved by Mr. Jones, still without any thought of making a wider use of them. Dr. Pole, having occasion to write an article for *Macmillan's Magazine* on "Games of Cards for the Coming Winter," published in its number for December, 1861, added the following note: "It would be a great boon if some good authority would publish a set of model games at whist, with explanatory remarks, such as are found so useful in chess, for example." This, attracting Mr. Jones's attention, led to a correspondence between him and Dr. Pole, and to the publication of the "Principles of Whist," "illustrated on an original system by

means of hands played completely through." The whist world was as ready and eager for the new whist dispensation as it had been for the old testament of Hoyle, and the "Little Whist School" was not only the source from which it sprang, but the institution from which was graduated the greatest master of whist since Hoyle.

The "Little School" was first so christened by a writer in the *Quarterly Review* of January, 1871. Then a storm arose. The late Abraham Haywood wrote to the *Morning Post* to say that none of the most celebrated players of the day were aware of the existence of this school. That was not surprising, considering that the players named had no idea that they formed a school until after the publication of the *Quarterly*, when they "awoke and found themselves famous." Haywood added, in the *Post*, "Did these young men originate, or elaborate, or compass anything, or did they merely arrange what was well known and procurable before?" To this "Cavendish" replied: "What I claim for the Little School is that in one book we gave, for the first time, the reasoning on which the principles of whist play are based, logically and completely." It does not appear that the "Little School" originated any alterations worthy of record. These came later on.—*N. B. Trist [L. A.], Harper's Magazine, March, 1891.*

Living Hand.—In dummy whist, a hand other than dummy's. In French dummy, *vivant*, or the living hand, is more particularly the player who is dummy's partner.

"Living Whist."—An elaborate form of stage performance that has become popular of late years. It is also called "Spielkartenfest," or festival of the playing cards. It is said that Mrs. George B. McLaughlin, of Philadelphia, noted its success abroad, and introduced it to society in the Quaker City in 1891. Next it was transported to Portland, Me., and then it spread to other cities. The amusement seems to have been suggested by living chess, which was very popular as early as 1879. In that year, among other contests, one came off in the Academy of Music, New York, in which Captain Mackenzie and Eugene Delmar manipulated the living chessmen.

In "living whist," as we have seen it played, the curtain rises, and a garden *fête* is seen in progress at the royal palace. One of the guests proposes that a game of whist be played, in which the officers and court ladies shall act the part of hearts, clubs, diamonds, and spades, each being appropriately costumed. The suggestion is greeted with applause, and when the curtain rises again a tableau is presented of the entire complement of fifty-two cards. Then comes the game, and the cards are duly shuffled and dealt (by marching and countermarching), after which they are played by four expert whist-players. Each of these players has a page or attendant to bring the living cards out as they are desired.

"Musical Whist, with Living Cards," by "Cavendish," was written for the centenary celebration of the Masonic Female Orphan School of Ireland, and played at a grand bazar in aid of this noble charity at Dublin, in May, 1892. It illustrates some of the most famous card hands of the past century.

Long Cards.—The cards of a suit remaining in one hand after all the other cards of the same suit are out.

Long Suit.—A suit containing originally four or more cards. The long suit is held to be the best medium for the play of the partnership game, and, with the latter, forms the basis of modern scientific whist, as taught by Pole, "Cavendish," and the American school.

The long suit is that of which you held originally more than three cards. The term, therefore, indicates strength in numbers. — "*Portland*" [*L. O.*], "*The Whist Table.*"

He [Hoyle] also explained how tricks might be made by a number of small cards of a long suit, so entailing the exclusion of tricks in other good suits held by the adversaries.—*William Pole* [*L. A+*], "*The Evolution of Whist.*"

Long suits may be divided into three classes: (1) Those which are very poorly adapted for the purpose of an original opening, viz., four-card suits without a face card. (2) Those which, as a rule, can be utilized more advantageously if not originally opened, viz., ace, queen, and two others, one of which is not the jack; king, queen, and two small; king, jack, and two small; queen and three others smaller than jack; jack and three others. (3) Those which should always be opened originally in preference to a short suit, viz., any other long suit.—*Milton C. Work* [*L. A. H.*], "*Whist of To-day.*"

We will suppose that it [the leader's hand] contains only one, two or three trumps. It will follow that among the other or "plain" suits there will be at least one of four or five or more cards. Such a suit is called a *long* suit, from its containing more than the average number of cards, and it has an inherent capability of trick-taking which is very striking and important. To illustrate this, let us take an easy example: Suppose I hold ace, king, and five small hearts, each other player having two. If I get the lead, and trumps are out, I can draw my adversaries' hearts with my ace and king, and then all my five others, however small they are, will make tricks. Or, suppose I hold the knave and six small hearts, and suppose I have led small ones twice, which have brought out the ace, king, and queen, leaving, say, the ten in an adversary's hand. My long suit is then said to be "established," and if I can get the lead I can bring it in and may make tricks, not only with the knave, but with the three small ones remaining. It is easy to see from this what a great power a long suit may become; and although the cases cited are peculiarly favorable, the principle is the same in all. With even the least favorable case possible, namely, four small cards, one will not unfrequently make a trick by reason of the "long-suit" capability.—*William Pole* [*L. A+*], "*Philosophy of Whist.*"

"Long Suiter."—A player who leads from long suits; one who plays the long-suit game.

Long-Suit Game, The. — The game based upon the original lead from the long, or longest, suit. To establish and bring in such suit, taking tricks with the small cards when the adverse trumps have been extracted, and the lead retained or regained, is considered the height of scientific play. From the earliest times this has been looked upon as ideal whist, and the strongest opponents of the system admit its beauty when the long suit is successfully brought in. The modern tendency has been to make whist more and more a partnership game, and Dr. Pole, in his philosophical treatises, demonstrates that the long suit is the most perfect means whereby partnership play may be effected, and the two hands practically utilized as one. The success of the long-suit game depends very largely upon a perfect understanding between the partners, and for this reason it is very necessary that they should have legitimate means for communicating, and reading and understanding each other's play. In this direction the greatest services have been rendered the long-suit game by "Cavendish" and Trist, who devised the most perfect language that cards have ever been made to speak while being played.

While the long-suit game consists in leading from and bringing in the long suit, its strongest advocates admit that hands may be held from which it is advisable to lead from a short suit instead of the long. Provision for such exceptional play is made by means of what are called forced leads (*q. v.*). Some players employ these more largely than others. The short-suit players use them so largely that they become the rule, and the leads from the long suit the exception.

The following illustrative hand is given in Pole's "Theory of Whist,"

and shows "how singularly, under extreme circumstances, the bringing in of a long suit may annihilate the most magnificent cards. The hand is a very remarkable whist curiosity." This is the same hand, with the suits transposed, which is widely known as the "Duke of Cumberland's famous hand" (*q.v.*). A and B are partners against Y and Z. The former hold all the honors in every plain suit and two honors in trumps, and yet do not make a single trick. Z dealt and turned the two of hearts. The underlined card wins the trick, and the card under it is the next one led:

Tricks.	A	Y	B	Z
1	♡ 7	♡ 8	♣ 6	♡ 2
2	K ♠	2 ♠	J ♠	♡ 3
3	♡ 9	♡ 10	♣ 7	♡ 4
4	A ♠	3 ♠	Q ♠	♡ 5
5	♡ J	♡ Q	♣ 8	♡ 6
6	♡ K	♡ A	6 ♢	2 ♢
7	♣ J	10 ♠	7 ♢	3 ♢
8	♣ Q	9 ♠	8 ♢	♣ 2
9	Q ♢	8 ♠	9 ♢	♣ 3
10	K ♢	7 ♠	10 ♢	♣ 4
11	A ♢	6 ♠	J ♢	♣ 5
12	♣ K	5 ♠	♣ 9	4 ♢
13	♣ A	4 ♠	♣ 10	5 ♢

Score: A–B, 0; Y–Z, 13.

Per contra, R. F. Foster, the most determined opponent of the long-suit game in existence, gives the following illustrative hand in his "Whist Strategy" (1894), as an example illustrating the weakness of the long-suit game and the potency of leads from short suits. The king of hearts is turned. In the long-suit play of the hand, A leads as follows:

Tricks.	A	Y	B	Z
1	2 ♠	3 ♠	10 ♠	Q ♠
2	3 ♢	2 ♢	A ♢	10 ♢
3	5 ♠	7 ♠	J ♠	A ♠
4	7 ♢	4 ♢	6 ♢	K ♢
5	Q ♢	5 ♢	♣ 3	9 ♢
6	K ♠	9 ♠	4 ♠	6 ♠
7	8 ♠	♡ 10	♡ A	♣ 5
8	♣ 9	♣ J	♣ 4	♣ 8
9	♡ 3	♡ J	♡ 2	♡ 4
10	♡ 5	♡ 7	♡ 8	♡ 9
11	♡ 6	♣ 2	♡ Q	♡ K
12	8 ♢	♣ 6	♣ 7	J ♢
13	♣ 10	♣ Q	♣ K	♣ A

Score: A–B, 4; Y–Z, 9.

In the short-suit play of the hand, A leads as follows:

Tricks.	A	Y	B	Z
1	♣ 10	♣ 2	♣ 4	♣ A
2	Q ♢	2 ♢	6 ♢	10 ♢
3	♣ 9	♣ J	♣ K	♣ 5
4	5 ♠	3 ♠	J ♠	A ♠
5	3 ♢	4 ♢	A ♢	K ♢
6	8 ♠	7 ♠	10 ♠	6 ♠
7	K ♠	9 ♠	4 ♠	Q ♠
8	7 ♢	5 ♢	♡ 2	9 ♢
9	♡ 3	♣ 6	♣ 7	♣ 8
10	8 ♢	♡ 10	♡ Q	J ♢
11	2 ♠	♣ Q	♣ 3	♡ 9
12	♡ 5	♡ 7	♡ A	♡ K
13	♡ 6	♡ J	♡ 8	♡ 4

Score: A–B, 9; Y–Z, 4.

"In the original play," says Foster, "A leads his long suit like a machine. In the overplay a short-

suit strengthening card is led. Y, not having studied the defense to this style of play, passes, allowing B to finesse. Then A finesses with a strengthening card second hand. Whether he now continues clubs, or leads diamonds, makes no difference in the result. At the eighth trick, if he leads the thirteenth spade, the result is the same, whether Y trumps and B overtrumps, or both pass. The short-suit play of the hand makes eighteen tricks against eight; a gain of ten."

Lead from your long suit only when you are sufficiently strong to bring in that suit with the aid of reasonable strength on the part of your partner.—*Charles Mossop* [*L+O.*], *Westminster Papers, November 1, 1878.*

We are willing to admit that in a majority of cases long suits are not established, but the struggle to bring in a long suit constitutes the intellectual enjoyment of the game.—*Cassius M. Paine* [*L. A.*], *Whist, March, 1896.*

No writer before "Cavendish" suggests the modern practice of trying to establish a long-suit even when there is not the slightest of hope of "remaining with the last trump to bring it into play."—*R. F. Foster* [*S. O.*], "*Monthly Illustrator*," *1897.*

Cards being nearly equal, the point to which all the manœuvres of good whist-players tend, is to establish a long suit and to preserve the last trump to bring it into play, and to frustrate the same play of their adversaries.—*Thomas Mathews* [*L. O.*].

The long-suit informatory system makes the game of whist an intelligent and stimulating contest of wits; the short-suit, uninformatory methods detract from the game's fascinating intellectual stimulus, reducing whist to the plane of a guerilla contest, a game of deception instead of information.—*Charles S. Boutcher* [*L. A.*].

The long-suit game owes much of its favor among experts to these two facts: A weak partner, confining himself uniformly to this method, can do but little harm, while his strict adherence to that system, with the exaggerated amount of information thereby conveyed, enables the superior player on occasion to play both hands instead of one—*Emery Boardman* [*L+A.*], "*Winning Whist.*"

To play from the long suit, or to endeavor to make a long suit if you have an available one, or to make for your partner commanding cards which you have ascertained that he holds, is certainly correct; but merely to draw the trumps of the adversaries, and of course those of your partner, or always to attempt to draw them when you have numerical strength, is not good whist.—*G. W. Pettes* [*L. A. P.*], "*American Whist Illustrated.*"

I believe in the long-suit game when (and only when) it will probably, or with a reasonable degree of probability, do what it is intended to do, namely, establish and bring in the long suit. Establish and *bring in*, mind you. We short-suiters don't care a fig about merely clearing a suit; we must also do some business with it afterwards in order to gratify our covetous inclinations. We would rather take tricks in a suit without establishing it, than establish it without taking tricks.—*E. C. Howell* [*S. H.*], "*Whist Openings.*"

It often happens towards the end of a hand, an unplayed suit, of which the leader holds (say) four cards, can go round only twice—*e. g.*, there may be two trumps left in one of the opponents' hands. In such case, if your suit is headed by queen or knave, you should treat it as a suit of two cards only, and lead your highest, as this gives the best chance of making two tricks. In the reverse case, when a suit can go round only once, it is obvious that a small card should be led, so as not to tempt partner to finesse.—"*Cavendish*" [*L. A.*], "*Laws and Principles of Whist*" (*Twenty-second edition*).

Some very erroneous, and, to the members of the Albany team, some very annoying, statements have appeared in print regarding their system of play. The *Post-Express* has been at some pains to get the truth. They are long-suiters of the hard-shell, never-say-die variety, and play that game because they believe it to be a winning one. The several matches played by them during the past winter against the so-called "common-sense," "short-suiters," and "mixers" have only served to more firmly convince the whole team that the long-suit game was the stronger when the teams were of equal ability.—*Rochester* (*N. Y.*) *Post-Express, May 22, 1897.*

While the main object of the scientific whist-player is to establish and bring in a long suit, it must be admitted that in a large number of hands this object cannot be attained, and the best whist-players are those who are quickest at perceiving when it is incumbent on them to abandon the idea of making a great hand out of any particular holding, and to reach out for all stray tricks in sight. When you cannot bring in your long suit you must

bend your energies in the direction of preventing your adversaries from bringing in theirs, and your trumps are the best weapons to employ.—*John T. Mitchell* [*L. A.*], "*Duplicate Whist.*"

Let us take, for example, the thirty-nine hands given by "Cavendish," in his "Laws and Principles," as showing the advantage of the long-suit system of strategy. * * * Let us take these hands, and in every one of them lead the shortest suit, playing for position and tenace, or for the ruff, ignoring altogether the long-suit theory. * * * In comparing the result with the published play we find, in

Three hands there is no short suit; in

Eleven hands the short-suit game wins more tricks; in

Ten hands the short-suit game loses more tricks; in

Two hands it wins or loses according to the play of the adversaries; in

Thirteen hands it makes no difference in the result.—*R. F. Foster* [*S. O.*], "*Whist Strategy*," *1894*.

When long-suit players are partners they follow an entirely different system. If one begins with a small card of an unestablished suit, he shows he is not strong enough to lead trumps, it is true, but what does his partner do if he has not the necessary strength to help him? Does he run? Not at all. He says to the original leader: "If you are not strong enough to defend that suit yourself, and I cannot help you, the best thing we can do is to try to establish another defenseless suit," and he proceeds to lead his own. The writer has seen many thousands of hands played, but has never yet met with a case in which two partners, neither of whom was strong enough to lead trumps, succeeded in establishing two suits, except for the benefit of their adversaries.—*R. F. Foster* [*S. O.*], *New York Sun, 1896*.

It is urged against the long-suit system, that the object aimed at more frequently fails than succeeds. This is true, as success usually requires not only the perfect co-operation of the partner, but also a fortunate arrangement of the cards. But the argument is worth nothing unless some disadvantage arises from the attempt if unsuccessful. This is quite the reverse of the fact; for (*a*) if the attempt fails, it does not stand in the way of the full realization of any other advantages the hand may possess; and (*b*) the system is so constituted as to do the least possible harm to either of the players using it, or good to their opponents; and, indeed, it offers generally the best means of obstructive tactics against the opposite party. The long suit is almost always practicable. Leads on other principles are not. For example, you may have no master cards to lead out at once for trick-making, and no single card to lead out for trumping. Some old authors recommend first leads from sequences, and other writers, more modern, from combinations which will leave tenaces to be led up to. But you may have no such cards in your hand. Hence all these fail in giving any definite information to your partner, whereas it very rarely happens that you have not a long plain suit, and consequently your *invite*, as the French call it, to your partner, is uniform and unmistakable.—*William Pole* [*L. A+*], "*Philosophy of Whist.*"

Long Trump.—The last trump held in one hand, all the others being out. Long trumps are any number of trumps held by a player after having drawn all the others.

Long Whist.—Whist as originally played from the time the game became generally known; the ten-point game, honors counting, the latter being calculated as follows: One player, or one player with his partner, holding the four honors (ace, king, queen, jack), scores four; holding three honors, they score two; holding two honors, they do not score. Players at the score of eight cannot count honors.

Long whist was improved by Lord Folkestone and the players at the Crown Coffee-House, London, beginning with the year 1728. (See, "Crown Coffee-House," and "Folkestone.") It was the whist which was taken up and taught by Hoyle, and it continued to be the whist played everywhere until, in an evil moment, the gamblers, who had gotten hold of it as a favorite amusement, found it too slow for their purposes, and cut it in two. (See, "Short Whist.") Pole says of long whist that "sometimes, when the honors ran even, a game might be spun out for a long time, and the longer it took the less gain there was made by the winners."

Long whist is now practically obsolete, having been supplanted in England by short whist, the five-point game, with honors counting, and in this country by the seven-point game, honors not counting.

At Oxford we used to play long whist, and I have always been sorry that the game pegged out. It had more variety; at the beginning, the goal was distant, you could take liberties, and finesse into your boots: there was more scope for science, only I am afraid we had very little. In the latter half of it it was short whist, as now—complicated to some extent by "can you one?"—when you have to be more careful in your finessing or the game is gone before you know where you are. The American scoring is much more fair, but it must be murderous to the duffer.—"*Pembridge*" [*L+O.*], *Whist, March, 1895.*

Longest Suit, Lead from the.—The advantage of opening the hand with a lead from the longest suit was known to the masters of whist from the early history of the game. William Payne gave it his unqualified endorsement as early as 1770, when he said, in his "Whist Maxims:" "Begin with the suit of which you have the most in number, for, when trumps are out, you will probably make several tricks in it." It remained for Dr. Pole, however, to more fully demonstrate that the lead from the longest suit is the best means for carrying on the partnership game; or, in other words, of playing both hands as one. This forms the basis of modern scientific whist as advocated by "Cavendish" and his school. This theory of selecting the longest (or long) suit for the opening play, instead of the strongest, has met with much opposition from those who believe in the efficacy of short-suit leads. They especially object to the invariable lead from the longest suit, although here, it seems to us, they are borrowing trouble unnecessarily; for "Cavendish," and all the most ardent advocates of the long-suit game, recognize the fact that exceptional hands may be held to which no fixed rule can be profitably applied, and provision has, to a certain extent, been made for these under the head of what are called "forced leads," an adjunct of the long-suit game. Whist, it is firmly believed by many, is passing through a transition period to still higher and nobler forms, and it may be well, therefore, not to be bigoted or dogmatical either way. Certain it is that the modern scientific partnership game, under normal conditions, is best played by means of the original lead from the longest (or long) suit; but exceptional hands, and exceptional conditions of the game should also be taken into consideration.

For our own part, we should be inclined to say, Lead from your long suit only when you are sufficiently strong to bring in that suit with the aid of reasonable strength on the part of your partner.—*Westminster Papers* [*L+O.*].

In deciding what card to lead from the long suit, regard must be paid not only to the establishment of it, but also to the possibility of making tricks in it early, in case it should not be possible ultimately to bring it in.—*William Pole* [*L. A+*].

I should like an answer to this simple question: If the longest suit is always to be led, how is it that every whist book, without exception, gives minute directions for leading short suits?—"*Pembridge*" [*L+O.*], "*Decline and Fall of Whist.*"

The rule of always leading from the longest, as distinct from the strongest, suit, is a rule which, more frequently than any other, sacrifices a partner's cards without any benefit to the leader, and is in direct opposition to the true principles of combination.—"*Mogul*" [*L+O.*].

We have hitherto assumed that you lead from the longest suit you hold, which is the safe general rule; but cases often occur which involve some difficulty of choice. For example, suppose you have five small cards in one plain suit, and four with honors in another. The theory by no means imperatively calls on you to lead the former, for it must be borne in

mind that the *rank* of the cards always deserves consideration, and your leading the four-suit (which is still a long suit) would be perfectly justifiable. Similarly, a question might arise between four small cards and three good ones; but here the case is different, for three cards constitute a *short* suit, to lead which unnecessarily would be a violation of the theory.—*William Pole* [*L. A+*], "*Theory of Whist.*"

In selecting a suit for the lead, numerical strength is the principal point to look to: for it must be borne in mind that aces and kings are not the only cards which make tricks; twos and threes may become quite as valuable when the suit is *established—i. e.*, when the higher cards of the suit are exhausted. To obtain for your own small cards a value that does not intrinsically belong to them, and to prevent the adversary from obtaining it for his, is evidently an advantage. Both these ends are advanced by choosing for your original lead the suit in which you have the greatest numerical strength; for you may establish a suit of this description, while, owing to your strength, it is precisely the suit which the adversary has the smallest chance of establishing against you. A suit that is numerically weak, though otherwise strong, is far less eligible. Suppose, for example, you have five cards headed by (say) a ten in one suit, and ace, king, and one other (say the two) in another suit. If you lead from the ace, king, two suit, all your power is exhausted as soon as you have parted with the ace and king, and you have given the holder of numerical strength a capital chance of establishing a suit. It is true that this fortunate person *may* be your partner; but it is twice as likely that he is your adversary, since you have two adversaries and only one partner. * * * The best suit of all to lead from is, of course, one which combines both elements of strength.—"*Cavendish*" [*L. A.*], "*Laws and Principles of Whist.*"

Looking Over a Hand.—Gaining a knowledge of the cards held by another player, by unfair means, such as looking into his hand. This is a reprehensible practice, and one which should subject the offender to expulsion from the table; although careless players who hold their cards so that they may be seen, often place temptation before those who would not try to gain an unfair advantage of their own accord. Some players have been known to be guilty of the equally reprehensible practice of purposely lowering or exposing their hand for partner to look over. It is hardly necessary to say that such whist is not played among gentlemen.

It is wrong to see your adversary's hand; it is wrong to play on the knowledge thus obtained. * * * The first thing to teach a player is the obvious duty to hold up his cards.—*Westminster Papers* [*L+O.*].

It must not be supposed that we intend in any way to justify a man in looking over another's hand on purpose; or, having accidentally seen an adversary's card, in playing accordingly. In spite of repeated provocations in the last instance, the man thus playing is a contemptible being at best.—*Westminster Papers* [*L+O.*].

Clay told me that when he first played whist at a London club he was horrified to see an old gentleman deliberately looking over one of his adversaries' hands. Mr. Pacey, the player whose hand was overlooked, was, as it happened, an old friend of Clay's, and, the rubber being over, Clay took an immediate opportunity of advising him to hold up his hand when playing against P——, adding:

"The last hand he saw every card you held."

"Oh, no, he didn't!" replied Mr. Pacey, who was well aware of P——'s peculiarities; "he only saw a few I put in the corner to puzzle him."—"*Cavendish*" [*L. A.*], "*Table Talk.*"

Loose Card.—A card of any plain suit which, owing to the strength of the other hands, is useless.

Loose card is a card of no value, and, consequently, the properest to throw away.—*Edmond Hoyle* [*O.*].

Losing Card.—A card which is not likely to take a trick.

Losing Trump, Declining to Draw a.—As a rule, a player who has his long suit established, and the trumps all out except a losing trump in the hand of the adversary, does not hesitate to draw that trump also. But "Cavendish" holds that there is another class of cases where the trump should not be drawn as a matter of course; for instance, if one adversary has a

long suit established, and his partner has a card of that suit to lead.

Love.—Not having scored. The partners who have not scored are said to be at the point of love. To play for love, in England, means to play without stakes.

Love-All.—The state of the score before either side has made a point.

Love Game.—A game in which one side wins before the other side scores at all.

Low Cards.—The eight inferior cards of the pack, from deuce to nine inclusive. Under the system of American leads they are generally led as fourth best, in original leads. Under the old leads, they indicate a lead from the penultimate or antepenultimate. In the Howell (short-suit) system, the original lead of the nine indicates the supporting-card game; the lead of the eight, seven, or six, the ruffing game; and the lead of the five, four, three, or two, the long-suit game—the kind of game played depending upon the character of the hand. The low cards are also largely used for signaling purposes. In the long-suit game they are given the same value as high cards or trumps, when the suit has been established, the adverse trumps extracted, and the lead retained or regained. To give this higher trick-taking value to the low cards is one of the chief features of the long-suit, or modern scientific, game.

Low cards are led when the leader has not the command, or when it is best to reserve such high card or cards as are held, in order to keep the command or obtain it later. They also indicate, to a considerable extent, the character and number of the suit.—*Fisher Ames* [*L. A.*].

Lowered Hands. — A careless player may not only lower his hand accidentally, and thus give others an opportunity to look it over, but an unscrupulous player may lower his hand for the purpose of showing his cards to his partner. In the American code, a penalty is provided for such practice.

The case of a lowered hand comes under the same category; "but," asks General Drayson, "who is to be judge whether the hand has been sufficiently lowered for the partner to see any portion of a card?" The answer is, the partner himself; presuming him to be a gentleman, he is allowed to sit on his own case, and if he denies having seen the card, there is an end of it.—*N. B. Trist* [*L. A.*], *Whist, August, 1895.*

By the English code, you may lower the whole of your hand so that your partner may see nearly every card in it, but there is no penalty for doing so. In case 29, "The Art of Practical Whist," I called attention to the defect in this law. By the American code, an attempt is made to remedy this defect. Law 20, section 3 [under "Cards Liable to be Called"], states: "Every card so held by a player that his partner sees any portion of its face." Section 4: "All the cards in a hand lowered or shown by a player, so that his partner sees more than one card of it." Who is to be the judge as to whether the cards were sufficiently lowered to enable the partner to see them? One partner might sit very tall, another very short; the angle at which the cards were lowered might enable the tall partner to see them, while the same angle of lowering would not enable the short partner to do so. Who is to judge of the angle? It would be merely a matter of opinion on the part of the adversaries, and when a question comes to a matter of opinion it must end in an unsatisfactory dispute.—*A. W. Drayson* [*L+A+*], "*Whist Laws and Whist Decisions.*"

Low's Signal.—One of a number of devices or signals intended to convey to partner exact information concerning the number held by you in a suit led by him. H. N. Low, of the Capital Bicycle Club team, effects this in the following manner: With four or more of the suit, you play the third best

to partner's lead of a high card, or when no attempt is made to win the trick. In returning the suit you lead the second best, if three or more remain, and on the third round, or when discarding, you play the highest, always retaining the fourth best, and those below fourth best.

Luck.—Chance, accident, fortune, good or bad, at whist, is that element of the game which is beyond the control of skill, and is known as the luck of the game. As we have observed in our remarks on the history of duplicate whist (*q. v.*), the modern tendency has been to eliminate more and more this element of chance or luck from whist, and to enlarge the element of skill. In the game, as first played, luck was the most important element; hence the game lent itself readily to the play for money, the poor player having, to some degree at least, an equal show with the good player, for it is a fact often commented upon, that poor players are apt to hold good cards. The old style play, limited in its informatory character, if not almost entirely non-informatory; the counting of honors, and the shortening of the game from ten to five points, were all favorable to chance, or luck, in the game as played in England, and to this day it seems impossible to get Englishmen to play whist for its own sake, without the addition of stakes. In America, the elimination of honors, the lengthening of the game from five to seven points, the free use of the trump signal, echoes, number-showing leads, and other informatory play, have made whist more and more a game of skill and partnership; and by the development of duplicate, the final blow may almost be said to have been dealt to the element of chance, or luck.

Strangely enough, it is the men who habitually win that are the most positive that such a thing as luck does not exist. —*Westminster Papers* [*L+O.*].

I am often asked the question: Which is more valuable at whist—luck or skill? I invariably answer: Luck to win games, skill to enjoy them.—*R. F. Foster* [*S. O.*], "*Duplicate Whist.*"

The Americans, almost with one accord, have cried out against the luck in the short game, and sought means to increase the power of the element of play, by declining to count the honors, and making the score by tricks only.—*William Pole* [*L. A+*], "*Evolution of Whist.*"

Watch the cards held by the habitually unlucky player, and without doubt they will be found average cards; but when he holds a good hand he does nothing with it, and when he has a bad hand he loses every trick that it is possible to lose.—*A. W. Drayson* [*L+A+*], "*The Art of Practical Whist.*"

In the American whist laws no mention is made of counting honors. The game consists of seven points, instead of five. * * * These alterations tend to diminish the effect of what is termed "luck," and hence to increase the value of play. This is undoubtedly an improvement in the game of skill.—*A. W. Drayson* [*L+A+*], "*Whist Laws and Whist Decisions.*"

As soon as ever you have taken up your hand, utter an exclamation, as if you had received a sudden shock, and declare that you are the most unlucky devil that ever lived, and that you always hold the most horrid cards. If after that you should win, your success must, of course, be attributed only to your own masterly play. On the other hand, if you should lose, you are thus made to present the sublime spectacle of a virtuous man continually struggling with adverse fate; which will awe your opponents into admiration and wonder, and excite the sympathy of lookers-on.—*Blackwood's Magazine, November, 1838.*

There are various kinds of luck in an intricate game like whist. * * * In making up the table you may get into a bad table or a good table. In cutting for partners you may get the best or the worst partner. You may lose the deal. You may choose the right or the wrong cards. Your partner, if a good player, may play ill, and lose the game; or, being a bad player, you may play well or ill, and win or lose the game. You or your partner may have at starting two equally

good suits, each of apparent equal value. Open with the one, and you win; and with the other, and you lose; and a bad partner may not finesse, and lose; or he may make a finesse utterly indefensible, and win by it. Either player may misconduct the hand, and lose the game. One may lose by an oversight, by dropping a wrong card, and so on.—*Westminster Papers* [*L+O.*].

Whist is not a certainty; neither is it true that you will every year find your account exactly square on the thirty-first of December—it is a popular fallacy devised by those who win, to keep the losers in good spirits. * * * I have no doubt things equalize themselves in the long run; the difficulty is that I am unable to give you any idea, even approximately, what the duration of a long run is. I have held three Yarboroughs in two hours (a Yarborough is a hand containing no card above a nine), and a hand with no card above a seven at least twice. There was a hand recently at Surbiton with no cards above a six. One of the two finest players I ever met lost twenty-eight consecutive rubbers; feeling aggrieved at this treatment, he swore off for a fortnight, and then lost twelve more. If there is such a thing as luck—and I believe there is—don't lie down and let it kick you. When you hold cards which you do not consider quite equal to your deserts, instead of playing worse on that account—as most people do—take a little extra care.—"*Pembridge*" [*L+O.*].

Lurch.—An old whist term, now rarely used, which was borrowed from the game of backgammon, and has passed into the common expression, "to leave one in the lurch." To save your lurch, in the whist language of Hoyle's time, meant to prevent the adversaries from making the odd trick necessary to win the game, you and your partner having scored nothing yet. Deschapelles says it is used "when the losing partners have not made one point—*i. e.*, when they have lost everything that can be lost."

In the "Humours of Whist" (*q. v.*), a satire on Hoyle, one of the characters is named *Lurchum.*

Lytton, Lord, as a Whist-Player.—Lord Bulwer-Lytton, the great author, was fond of whist, and belonged to the celebrated Portland Club, in London. Sergeant Ballantine, in his reminiscences, tells us that he played the game well, and apparently concentrated his whole attention upon it; but, at every interval between the rubbers, he would rush off to a writing table, and with equally concentrated attention, proceed with some literary work until called. Among the members of the club was a Mr. Townsend, a very inoffensive man, for whom Lord Lytton took the most violent dislike; so much so that he would never play whist while that gentleman was in the room, being firm in his belief that he brought bad luck. "One afternoon," says Ballantine, "when Lord Lytton was playing, and had enjoyed an uninterrupted run of good luck, it suddenly turned, upon which he exclaimed: 'I am sure that Mr. Townsend has come into the club.' Some three minutes after, just time enough to ascend the stairs, in walked this unlucky personage. Lord Lytton, as soon as the rubber was over, left the table and did not renew the play."

"Major A." — A pseudonym adopted by Charles Bardwell Coles, who published, in 1834, "Short Whist: Its Rise, Progress, and Laws, together with Maxims for Beginners, and Observations to make anyone a Whist-Player. By Major A*****." The great popularity of short whist made a text-book entirely devoted to the new form of the game very desirable, nothing having appeared as yet save a few pages by Mathews in an appendix to his book on the old game of long whist. Thus "Major A." became popular, despite his lack of originality. This was also in some measure due to the fact that Major

Aubrey, a leading whist-player of the day, was supposed to be the author of the book. Coles himself was a literary hack, and all he did was to translate Mathews into short whist, so to speak. Thus, if Mathews says the game is ten up, "Major A." makes it read five up, etc. Nor did he improve upon Mathews's lack of methodical arrangement. Coles's venture, however, was successful. A second edition was called for in two months; a third was published next year; and new editions appeared frequently after that, so that the sixteenth was published in 1865. This had the distinction of having added to it Dr. Pole's first essay on the "Theory of the Modern Scientific Game."

"Major Tenace."—Under this pseudonym was published in 1886 (New York and London) a "Handbook of Whist and Ready Reference Manual of the Modern Scientific Game." The author (George W. Bailey, of New York City) says in his introduction: "An attempt is made to condense, arrange, and to marshal into a system all the specific directions for play that could be found in the works of the acknowledged masters of whist. The object is to present these directions, unencumbered by explanation or discussion, in a form convenient for reference."

Make.—To make a card is to take a trick with it. "To make the cards," is sometimes used in England synonymously with the expression "to shuffle the cards."

Make Up.—When two packs of cards are used at a table, the dealer's partner must make up, or collect and shuffle, the cards for the ensuing deal, and place them at his right hand. (See, "Shuffling.")

Mandell, Henry A.—Fifth president of the American Whist League; was born in Detroit, Mich., March 16, 1861. He was educated in the public schools, and graduated from the University of Michigan in 1883, with the degree of Bachelor of Philosophy. He subsequently studied law, and was admitted to practice in the Supreme Court of Michigan in 1895. In 1892 he was appointed assistant city attorney of Detroit, and resigned in 1893 to accept the position of assistant prosecuting attorney of Wayne county, which he still holds.

He has played whist since 1879, receiving his first introduction to the game at college, where he joined other freshmen in studying and playing it. In 1888 he helped to organize the Detroit Whist Club, and in 1889 was elected its president. Later, when it was merged with the Wayne Club, and the Wayne Whist Club was organized, he became the first president of the latter organization. In 1895 he was elected the first president of the Inter-state (Ohio and Michigan) Whist Association, and in 1896, likewise the first president of the Michigan Whist Association. He has attended every congress of the American Whist League but the first, and was elected one of its directors in 1892, serving in that capacity until 1896, when he was elected vice-president. At the seventh congress, held at Put-in-Bay, 1897, he was honored with a unanimous election as president.

Mr. Mandell says: "I am a strong advocate of the long-suit game, as treated by Hamilton and 'Cavendish,' including the principles: (1) 'Know the rules and when to break them;' and (2) 'The fall of the cards may at one time or another modify every rule of play.'"

Mannerisms. — Nearly every player has some slight mannerism, and it would be difficult to find a set of players all reduced to the mechanical regularity and fixed stolidity of expression such as belong to automata. In fact, if this were possible, their mannerism would be exceptionally marked. A player's individuality must assert itself in his style of play, and this is unobjectionable, so long as it does not annoy or infringe upon the rights of others, and so long as it does not impart information to a partner or obtain for the player any other undue advantage. (See, also, "Peculiarities of Players.")

It is not whist to show anything about your hand by your way of handling your cards—whether through design or carelessness.—*R. A. Proctor* [*L. O.*].

No player should play a card in any manner so as to call particular attention to it, nor should he demand that the cards be placed, in order to attract the attention of his partner.—*Etiquette of Whist* (*American Code*).

You should studiously avoid all mannerisms in play, and never permit yourselves to draw any inferences from the antics of either your partner or your opponents, if they should be guilty of making them.—*C. D. P. Hamilton* [*L. A.*], "*Modern Scientific Whist.*"

No intimation whatever, by word or gesture, should be given by a player as to the state of his hand or of the game. A player who desires the cards to be placed * * * should do it for his own information only, and not in order to invite the attention of his partner.—*Etiquette of Whist* (*English Code*).

Whist should be played in a manner void of objectionable features. Each card should be played with thought and reason. Give no physical indication of the nature of your hand, and do not intrude mannerisms which trench upon fairness and honesty. Refrain from assuming a part which does not belong to you, and thus save yourself from appearing ridiculous.—*T. E. Otis* [*L. A.*], *in Newark News.*

The mannerisms of some players afford a surer clue to the contents of their hands than any card they could possibly play. I do not refer to the bumbledogs—the card-thumpers, who are mostly in evidence on railway trains, and who have no idea of concealing their emotions—but to the gentlemen who play scientifically. One of the most eminent of whist-players, who has placed himself on record as most emphatically opposed to anything that may look like a private convention, conveys to his partner the most positive information of his holding when third hand, by a way he has of partially drawing his card before the second hand has played. By this trick of manner, which is entirely involuntary, his partner knows whether or not he is considering a finesse. If he takes it and loses, his partner knows exactly what he holds in the suit, from knowing what he must have to even consider a finesse. Most valuable information this. No doubt the action is entirely unconscious, but it is no less informatory. There are others, as we all know, who convey more or less information by a significant look or smile, or movement. These mannerisms are far more intolerable than what are sometimes mis-called "private conventions."—*Whist* [*L. A.*], *April, 1896.*

Mark.—To mark a card in some other player's hand is to locate it by the fall of the cards.

Markers.—Whist-markers are used in counting or scoring the points made by the players. They may consist simply of round chips, or of some of the many devices invented for counting purposes. It is highly important that the apparatus, in each instance, shall allow the state of the score to be distinctly seen by each player, as the game progresses.

Marking.—See, "Scoring."

Masking a Signal.—Starting a signal and failing to complete it on the second round. The player having some reason for changing his mind about signaling, conceals his intention.

Master Card.—The highest unplayed card of a suit; the king card.

This is sometimes also called the "king card," a name likely to cause confusion. —*William Pole* [*L. A+*], "*Theory of Whist.*"

Master-Holdings.—Cards held in plain suits which are reasonably sure to take tricks; best cards.

Match.—A contest at whist between individuals, between two or more pairs, between two or more teams of four, or between clubs or associations composed of various clubs. Matches are now all played by means of duplicate whist. The leading features of the annual congress of the American Whist League (*q. v.*) consist of matches for the various trophies. (See, also, "Whist Match by Correspondence," and "Whist Match by Telegraph.")

The best duplicate match is four players against four. This is admitted to be the standard, and provided the number of deals is sufficient, is the best possible test of whist skill.—*Milton C. Work* [*L. A. H.*], "*Whist of To-day.*"

Mathews, Thomas.—The third whist author of importance in the history of the game, and perhaps the most able of the three, Hoyle and Payne being the other two. Nothing is known about Mathews, personally, except that he was "the finest player of his day," that he lived at Bath, and that he entertained a somewhat contemptuous opinion of Hoyle, "who," he said, "so far from being able to teach the game, was not fit to sit down with even the third-rate players of the present day." Mathews' book was published in 1804, and bore the following elaborate title: "Advice to the Young Whist-Player: containing most of the Maxims of the Old School, with the Author's Observations on those he thinks Erroneous; with several new ones, Exemplified by Apposite Cases; and a Method of Acquiring a Knowledge of the Principles on which they are Grounded, pointed out to the Inexperienced Whist-Player. By an Amateur." The author's name was not published at first, but appeared in subsequent issues, being at first spelled "Matthews," but later, "Mathews."

The ninth edition was published at Bath, in 1816, and contains three pages of observations on short whist, which had lately come into prominence. The eleventh edition is dated 1818; the thirteenth was issued in 1822, the sixteenth in 1825, and the eighteenth in 1828. The work was also reprinted and favorably commented upon by Richard A. Proctor, in his magazine called *Knowledge*.

Mathews' book originally contained, besides an address to the reader, several pages on leads and the laws of whist, and one hundred and nine "Directions and Maxims for Beginners." He set forth a system of play differing materially from that of his predecessors, and on this account he has been called the founder of a new school. He laid great stress upon the special importance and advantage of partnership play, and the legitimate communication between partners concerning their hands, being in this respect the forerunner of Pole.

Mathews defines whist as "a game of calculation, observation and position, or tenace." Calculation, he says, teaches you to plan your game, and lead originally to advantage. After a few leads, however, calculation is nearly superseded by observation. The players who observe, and note well the fall of the cards, become "as well acquainted with the material ones remaining in each other's hands as if they had seen them." These two elements he considers the foundation of the game, after which comes the more difficult science of *position*, or the art of using the two former to advantage.

Whist Analysts.
George L. Bunn.
John H. Briggs.
W. H. Whitfield
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He lays down the principle that "the best leads are from sequences," and that, being without sequences, you should "lead from your most numerous suit, if strong in trumps" (a more cautious direction than that of Payne). "Finesses," he continues, "are generally right in trumps or (if strong in them) in other suits; otherwise they are not risked but with caution." With three or four small trumps, he prefers a "lead from a single card to a long weak suit," in which respect he may be said to have anticipated the modern short-suit players. He also laid down the principle that "if strength of trumps is with the adversaries" your partner should "keep guard on their suits, and throw away from his own." He also formulated the rule: "With three cards, return the highest; with four, the lowest, of your partner's lead."

About 1804, Thomas Mathews published his "Advice to the Young Whist-Player." This rapidly became the authority, and is still regarded by experts as one of the best works on whist, most of the modern writers borrowing from it very freely. The author was regarded as the best player of his day, and there are many who believe that he and Deschapelles were the only two men that ever mastered the game.—*R. F. Foster* [*S. O.*], "*Johnson's Universal Cyclopædia.*"

The body of Mathews' book consists of "Directions and Maxims for Beginners." These are heterogeneously disposed, without any sub-headings, a defect which diminishes their usefulness and increases the difficulty of profiting by them. They are, however, generally very good; some have been altered or abolished by the subsequent march of evolution, but most of them are as applicable to the modern form of game as to the one they belonged to.—*William Pole* [*L. A+*].

Maxims.—Rules of play founded upon experience, and tersely formulated in brief sentences, in order that they may be strongly impressed upon the memory. All the early writers on whist—Hoyle, Payne, and Mathews especially—taught whist largely by means of maxims, following no regular system or arrangement in their books.

Maxims are supposed to come into use as guides to conduct after the play of the hand is sufficiently advanced for a player to judge something of its broad features. —*R. F. Foster* [*S. O.*], "*Whist Tactics.*"

McIntosh, Andrew J.—An American whist author, who resides at Utica, N. Y. He was born in Steuben, Oneida county, May 4, 1826; educated at Hobart College, and graduated in the class of 1844. He immediately took up the study of law in Utica; was admitted to the bar in 1848, and has practiced ever since. Judge McIntosh (as he is familiarly known from Maine to Texas, although, in fact, he has never held judicial office) became interested in whist early in his youth, and was a welcome visitor at many whist clubs in various parts of the country. He thus became impressed with the multitude of questions arising under the rules, and the poor understanding most players had concerning them. At the suggestions of the clubs, he thereupon compiled all the decisions made under the laws in force in England, France, and America. He found this no small task, but when his labor was accomplished he had an increased interest in the game, and this led him to write an exhaustive study of the principles of play. This gave birth to his book, "Modern Whist, with Portland Rules, and Decisions Thereunder," the third edition of which was published in Utica, 1888. Personally he favors American leads, but plays the five-point game without counting honors.

Medium Cards.—Cards of medium value; cards between the king and the eight-spot.

Meeting and Opposing.—There is a distinction between meeting and opposing players at duplicate whist. For instance, A–B are said to meet Y–Z at the same table, but A–B at table one are opposed to Y–Z at table two.

Memorizing the Hands in Duplicate.—In the single-table, or mnemonic, duplicate game, the players who have exceptionally good memories sometimes gain a decided advantage by remembering certain hands and playing accordingly when they receive them in the duplicate or overplay, although the best authorities agree that in such cases they should play according to rule, just as if they did not remember. However, human nature is hard to control in its desire to win, and a still better remedy is suggested by others, and that is not to overplay the hands at the same sitting. (See, also, "Duplicate Whist, Schedule for Single Table.")

Memorizing the hands has become such an intolerable nuisance that many players in our leading clubs will no longer play the up-and-back game. The return play, under such circumstances, is anything but whist, for those players who happen to be in a position to take advantage of the situation have an undue advantage. We would suggest as a remedy that your club play twice as many hands, playing them up one week and back the next. This method of play is practiced in some of the League clubs, and has been found to greatly reduce, if not entirely eliminate, the undue advantages formerly gained through remembering the hands. It is certainly a great improvement over playing the hands back the same day.—*Whist* [*L. A.*], *September, 1896.*

Memory.—Memory plays an important part in whist, especially in the modern scientific game, with its conventional signals, its manifold leads and inferences, and its complex language of the cards generally. Still, persons who have not got phenomenal memories make good whist-players, especially if they have the largely compensating qualities of being able to pay strict attention to the game and to bring all their intelligence to bear upon it. Practice, too, will improve weak memories, and this is one of the great benefits conferred by the game, that it will help a player to train his mind to think and act systematically. Memory alone will not make a whist-player. There have been many prodigies who could remember whole books, and recite them forwards and backwards, but we have never heard that any of them excelled at whist.

The memory is often unjustly blamed for not carrying some card which, owing to lack of attention, was never lodged in the mind.—*Milton C. Work* [*L. A. H.*].

You must not despair if your memory frequently fails you at first. Like all other distinct faculties of the mind, it is strengthened by practice.—"*Lieutenant-Colonel B.*" [*L. O.*].

Memory is a word often used, but little understood. What you consider memory is nothing more, as regards whist, than careful observation.—*A. W. Drayson* [*L+ A+*], "*The Art of Practical Whist.*"

Some persons verily believe that certain good players have the power to remember every card played through every hand. * * * This is not true, is not possible, and, under the modern system, not necessary.—*C. E. Coffin* [*L. A.*], "*Gist of Whist.*"

The necessity of remembering all the cards that fall is a fiction; no one attempts to do it, or needs to do it. The effort of memory required for fairly good playing is very moderate indeed, and such as no one need despair of being able to supply, when the game is learned systematically.—*William Pole* [*L. A+*], "*Philosophy of Whist.*"

Endeavor to remember as many of the cards played as you can. They will in time all dwell on your memory; but you must begin by at least knowing all the chief cards which have been played, and by whom, in each suit. It is, however, still more important, and will greatly aid your memory, to observe with whom the strength in each suit probably lies.—*James Clay* [*L. O+*].

The whist-player must possess the power, as the cards pass before his eyes, of imprinting them on his memory. He must comprehend them in his mind intuitively, without any strain, and with it should be the faculty of discarding the recollection at the close of the hand. The whist-player must be innate in the mind of the player, and perfection will come by practice. A striking illustration of this is told in 1781, by the Scotch Law-Lord Monboddo to Dr. Horsley. * * * The faculties of the late provost of Edinburgh had given way, but although he had lost his judgment in everything else, there still remained the remarkable ability at whist which had always characterized him, and he played the game as well as ever.—*W. P. Courtney* [*L+O.*], "*English Whist.*"

Memory, Artificial. — Various means have been suggested from time to time whereby a player might be enabled to assist his memory in playing whist. Hoyle had a system of "artificial memory" which he was pleased to impart to all who were willing to pay him a guinea for it. It was published in the Edinburgh edition of his book, in 1838, and as a matter of curiosity is herewith reproduced:

1. Place the trumps to the left of all other suits in your hand, the best or strongest suit next, the second best next, and the weakest last, on the right hand.

2. If in the course of play you find you have the best card remaining of any suit, place it to the right of them, as it must certainly win a trick after all the trumps are played.

3. When you find you are possessed of the second best card of any suit, to remember, place it on the right hand of that card you have already to remember as the best card remaining.

4. If you have the third best card of any suit, place a small card of that suit between the second best card and the third best.

5. In order to remember your partner's first lead, place a small card of the suit led entirely to the left of the trumps, or trump, in case you have but one.

6. When you deal, put the trump turned up to the left of all your trumps; and as it is a kind of rule, keep this trump as long as you are able; it will be more out of the way and easier for you to recollect.

(See, "Cards, Arrangement of.")

Memory Duplicate. — See, "Mnemonic Duplicate Whist."

Middle Card.—The eight-spot. It is the seventh card in rank, counting from either end of the suit; hence, it is termed the middle card.

Milwaukee Whist Club.—"To Eugene S. Elliott and his fellow-members of the Milwaukee Whist Club, to whom the origin of the first American whist congress, and the formation of the American Whist League, are due, this book is fraternally dedicated," wrote Charles S. Boutcher, in his "Whist Sketches," in 1891.

The Milwaukee Whist Club was first organized as a chess and whist club in 1875, through the instrumentality of Eugene S. Elliott (*q. v.*). Whist soon became the favorite game, and after the advent of John Rheinart (*q. v.*), the play of the club was raised to a high degree of efficiency. The name was changed, and it became the first exclusive whist club in this country. Its first match was played with a club at Racine, Wis., and the record was three games won and two lost. Aside from this, the Milwaukee Club had, up to the first whist congress, won forty-four games and lost none, its total winning score being 2840 points, and its losing score but 52 points. At the congress the club distinguished itself by defeating the visitors

(twenty-six tables, fifty-two players on each side), by a score of 1525 against 1258, being 267 points ahead.

On May 7, 1892, forty players from the Chicago Whist Club defeated an equal number from the Milwaukee Club by sixty points, after the Chicago Club had sustained nine successive defeats in their efforts to obtain victory. This was the first defeat for Milwaukee in many years, and on June 4 it was followed by another defeat at the hands of the Chicago Club, which won by three tricks.

The Milwaukee Whist Club was already several years old when he [John Rheinart] first entered its doors; it then contained a goodly number of eager whist-students, who were anxious to perfect themselves in the game, and who thought they were doing so when they played rigidly according to rule. They were book-players, and nothing else. Mr. Rheinart's play was a revelation to them. At first they would have none of it, then doubted, and finally warmly embraced its principles. The success that has attended the Milwaukee Club during the last twelve years is largely the result. —*Whist, August, 1892.*

"Minneapolis Lead."—A variation in the American leads, which consists in leading the fourth best instead of the ace, in the combination of ace and four or more others not including the king. The usual rule is to lead the fourth best only from a suit of four or less, headed by the ace, and to lead the ace when there are more than four in the suit. With strength in trumps, however, some players prefer to hold back the ace, also, in suits of five, in the belief that it will more likely prove of value on a subsequent round than on the first. The play is said to have originated with the members of the Minneapolis team, in 1893, or at least to have been adopted by them at that time, when they won the championship trophy at the annual whist congress. The captain of the team informed R. F. Foster that he thought the same lead lost the championship for them in 1894. Foster is inclined to agree with W. H. Whitfeld, the English analyst, that in the majority of cases, especially in straight whist, the lead of the small card is unsound.

Minneapolis Trophy.—At the fifth congress of the American Whist League, held at Minneapolis, Minn., in 1895, a cup was donated by the Minneapolis Chess, Checkers, and Whist Club, to be played for by pairs at each annual congress. It was won at the sixth congress, at Manhattan Beach, Brooklyn, in 1896, by Beverley W. Smith and A. H. McCay, from the Baltimore Whist Club, who, however, were at first tied by a pair from the Hamilton Whist Club, of Philadelphia (Paul Clayton and Arthur D. Smith), the final result being determined by the trick score, by which the Baltimoreans were ahead. At Put-in-Bay, in 1897, the trophy was won by F. W. Mathias and L. J. Mathias, the pair representing the Toledo (Ohio) Whist Club.

Misdeal.—An incorrect deal of the cards. A misdeal loses the deal in straight whist, but in duplicate whist the player who misdeals is simply required to deal again.

Under the head of "Misdeal," law 44, section 5, it is stated: "Should the dealer, under an impression that he has made a mistake, either count the cards on the table or remainder of the pack," it is a misdeal. The wording of this law is bad; a quibbler may stop during the deal and begin counting the cards; the adversaries would claim a misdeal. "Certainly not," would say the quibbler; "there is nothing in the laws against my counting the cards. I am not under the impression that I have made a misdeal; I know I have not done so. I may count the cards

if I choose." By rule 17, section 3, of the American Code, it says: "It is a misdeal if he counts the cards on the table or in the remainder of the pack," no mention being made as to the "impression" of the dealer.—*A. W. Drayson* [*L+A+*], "*Whist Laws and Whist Decisions.*"

It is a misdeal:—

I. If the dealer omits to have the pack cut and his adversaries discover the error before the trump card is turned, and before looking at any of their cards.

II. If he deals a card incorrectly and fails to correct the error before dealing another.

III. If he counts the cards on the table or in the remainder of the pack.

IV. If, having a perfect pack, he does not deal to each player the proper number of cards, and the error is discovered before all have played to the first trick.

V. If he looks at the trump card before the deal is completed.

VI. If he places the trump card face downwards upon his own or any other player's cards.

A misdeal loses the deal, unless, during the deal, either of the adversaries touches a card or in any other manner interrupts the dealer.—*Laws of Whist* (*American Code*), *Section 17.*

Misdealing, How to Avoid.—If for any cause you must stop before finishing the deal, adopt the unfailing rule of stopping with yourself—*i. e.*, deal yourself the last card—and when you resume begin with your left-hand adversary, as in the beginning of the deal.

"Miss Todd's Whist Party."—Anthony Trollope, in his novel, "The Bertrams," gives a rather amusing old-time picture of a whist party which was given by *Miss Todd.* "Nearly all the women in the room quarreled consumedly over the game, and at last one of the victims of the denunciation of others, who 'had suffered from paralysis,' spread consternation throughout the company by behaving as if she were about to have a fit. Fortunately she possessed sufficient strength of body to retire from the room, and vigor enough as she withdrew to make a savage thrust, which went home, at the sharp-tongued lady, *Miss Ruff*, whose persistent reproaches had driven her within a measurable distance of frenzy."

Mistakes.—To err in whist is human, as in other things. The best of players are liable to make mistakes. It is only when mistakes are repeated over and over, and persisted in, that they become evidence of ignorance and bad play. Nor should we do like Sir James Mackintosh's friend, of whom he records in his diary that, although in love with whist, he "always lost, because, instead of thinking how he was to play the hand before him, he thought only of his blunders in the last hand."

I never make a mistake, and I don't see why you should. If you do, never admit it.—"*The Roarer*," *in* "*The Whist Table.*"

The bulk of players, when they go wrong, see the mistake they have made, and this is sufficiently mortifying—a gentleman should not add to the pain by harping on this one string.—*Westminster Papers* [*L+O.*].

Then there is the nervous partner (I feel deeply for him), who, if he makes a mistake, is so impressed by its enormity that his head is turned into a humming-top, and his play becomes wildly incoherent.—*James Payn* [*L. O.*].

Mitchell, John T.—Author of the first book on duplicate whist ever published, and the leader of the duplicate whist movement in America. Mr. Mitchell was born in Glasgow, Scotland, April 3, 1854, and came to this country in 1875. For five years he was at Milford, Conn., and after a year in Detroit, Mich., he went to Chicago in 1882, where he is now located with the Union National Bank. He commenced playing whist in 1888, in which year his attention was called to a clipping from the London

Field, describing a match between the Carleton and Wanderers' Clubs at Glasgow, his native place, in which use was made of a new kind of duplicate play devised by James Allison (*q. v.*). This led to his taking up the study of the duplicate game, and in the same year he organized the Chicago Duplicate Whist Club (all the members of which are now also members of the Chicago Whist Club). He has been an enthusiastic exponent of the game ever since, and has played in many matches and written much on the subject of duplicate whist. He joined the Carleton Club, of Chicago, in 1890, but resigned shortly after the Chicago Whist Club was organized, in 1891, and became a charter member of the latter. In 1895 he became a member of the Hyde Park team, which won the championship the same year at the fifth congress of the American Whist League. In 1892 he wrote "Duplicate Whist," the first book on the subject. Mr. Mitchell was on the tournament committee of the third whist congress of the League, held at Chicago, in 1893, and played for the Chicago Duplicate and the Chicago Whist Clubs at Philadelphia, in 1895. In 1896 he was elected a director of the American Whist League. Early in 1897 appeared a greatly enlarged and thoroughly revised edition of his book, now called "Duplicate Whist and Modern Leads."

Mr. Mitchell is an advocate of the long-suit game and American leads, although in regard to the latter he favors certain modifications, as set forth in his letter to *Whist*, September, 1896. (See, "American Leads, Changes in.") He is well in touch with "Cavendish," except in the matter of the discard. He says, in a letter: "I believe in the weak-suit discard, except to protect honors in adversaries' suits, and am opposed to the discard from the strong suit when adversary leads trumps, and that is my main point of difference with 'Cavendish.'"

The new [Chicago Whist] club soon became famous for its Wednesday and Saturday night duplicate tournaments, which * * * were suggested and arranged by Mr. Mitchell. Full accounts of the marvelous attendance on these whist nights appeared in the Chicago papers, and were widely copied, with the natural result that other cities quickly followed the example, and Mr. Mitchell was kept busy writing instructions to people who wanted to play duplicate. To his efforts in Chicago the great popularity of duplicate whist is undoubtedly due, and he is generally spoken of as "the father of duplicate whist."—*R. F. Foster* [*S. O.*], *Monthly Illustrator*, *1897*.

In 1891 the writer picked up in a Chicago bookstore a slim, blue-colored volume entitled, "Duplicate Whist: Its Rules and Methods of Play. Being a Full Description of the New and Scientific Game which Equalizes the Strength of Opposing Hands, thus Reducing the Element of Luck to a Minimum. By John T. Mitchell." It was the first effort to put systematically into print the schedules and arrangement of players through which the then new game of duplicate whist was slowly groping toward perfection. It was a treasure, a delight, a revelation of the possibilities of the new game. Nearly up to that time the local enthusiasts had played their cards to the centre, picked them out afterwards by a record previously made, and preserved the hands in envelopes. No system of play including more than one table was understood. Mitchell's "Duplicate Whist" changed all this, and the "team of four" and the "progressive" games became possible.—*H. M. Wheelock* [*L. A.*], *Wheelock's Weekly*, *Fergus Falls*, *Minn.*

"Mixers."—Players who employ both long and short-suit tactics. An American phrase.

Mnemonic Duplicate Whist.—Duplicate whist played by four players at one table; the single-table game. Called also mnemonic because the memory may assist the players in playing the hands again more easily than in the game where

more tables and players are employed. For this reason, the laws of duplicate whist allow the trump to be declared for the sitting in the mnemonic game, the fact being recognized that the turning of a trump for each deal would aid the players in remembering the hands. (See, "Duplicate Whist.")

It is a question whether any advantage [at duplicate whist] is gained by trying to memorize the hands. Egregious errors are sometimes made by those trying to recognize and act upon some peculiarity, as a loss is apt to occur by mistaking the hand. There are occasional hands, however, which intrude on the memory, and in which a variation of play may lead to an advantage. The only fair thing to do is to play the cards in strict accordance with whist maxims, or throw out the deal.—*Whist* [*L. A.*].

Model Hands. — See, "Illustrative Hands."

Modern Scientific Game.— Whist played scientifically and after the manner of the modern school, of which "Cavendish" is the head and chief exponent. The modern scientific game is defined as follows by Dr. Pole, in his "Evolution of Whist:" "We are now able to enunciate the fundamental theory of the modern scientific game, which is, that the hands of the two partners shall not be played singly and independently, but shall be combined, and treated as one. And in order to carry out most effectually this principle of combination, each partner shall adopt the long-suit system as the general basis of his play." (See, also, "American Leads," "Long-Suit Game," and "Old and New Schools.")

Even to-day persons may play excellent whist without reference to the modern system; yet the fact remains that they must play a vastly better game than their opponents in order to win from those who avail themselves of that system.—*Emery Boardman* [*L+A.*], "*Winning Whist.*"

The reproach oftenest applied to the modern system is the allegation that the ability developed for play is, in general, much inferior to that acquired for signaling. That system, however, does tend to create a host of acceptable partners for experts, which is a boon to both, making life much pleasanter for the fine players, and they, in turn, for their partners.—*Emery Boardman* [*L+A.*], "*Winning Whist.*"

The essential difference between modern whist and the style of game which we call old-fashioned lies in the recognition of the principle stated by Clay: "It is of more importance to inform your partner than to deceive your adversary." This is not universally true, and it might be qualified by saying that information is of more use to the strong hand than to the weak, for when the adversaries develop great strength, or a partner shows decided weakness, to give exact information would be very bad whist.—*R. F. Foster* [*S. O.*], "*Johnson's Universal Cyclopædia*," *1895*.

"Modified Game, The."—A method of play for advanced players devised by Charles S. Street, which, while growing out of the long-suit game, differs from it in essence and structure. It was compiled from the long-suit and from the short-suit games, and is intended to "embody the good points of each, and to remedy the weaknesses of both." Mr. Street emphasizes one great point in whist: "The player who opens a suit with a small card does so at a great cost; this cost he should incur only when he is fairly sure that he can reimburse himself and his partner by a subsequent gain in the hand." Having laid down this platform, he continues: "Forgetful of this, the long-suiter errs in his low leads from *useless* five-card suits, and in his ruthless exposure of single court cards and tenaces in four-card suits; and the short-suiter errs in his lead of a low singleton or a low two-card suit." The remedy is the modified game. While a player of this game leads from almost any five-card suit with two or more

honors in it, while he even leads a low card in true orthodox way from any five-card suit with but one honor in it, he halts there. While he leads any four-card suit, with three honors, he is wary about suits of this length when they contain two honors forming a real or possible tenace, or when they contain but one honor, or none; while he leads short suits, or even singletons, he refuses to do so when they are low cards demanding high play from third hand. In brief, the modified game is built upon these five prohibitions:

1. Do not lead a small card (any card under the nine) from a suit which you are unlikely to establish, or at least to protect.

2. Do not lead a small card from a four-card suit not containing an honor.

3. Do not lead a low card as a singleton, or in a two-card suit.

4. Unless compelled to, avoid leading four-card suits containing king, queen; ace, queen; ace, jack; king, jack; or a single king or queen.

5. Do not lead five trumps just because you have them, with nothing else to make.

This play was practiced and perfected by Mr. Street and his partners on a team of four—Messrs. Charles S. Knowles, Charton L. Becker, and William Donald—to whom he dedicated Part II. of his "Whist Up-to-Date."

"Mogul."—A pseudonym under which Matthias Boyce, a leading English opponent of "American leads," has written much in opposition to "Cavendish" and the modern scientific school. Mr. Boyce was born on July 3, 1829, at Richmond, Surrey, near London, and has practiced as a solicitor in the latter city for nearly fifty years. Having a mathematical turn of mind, and his father being a very good whist-player, he took to the game while still in his teens. Not content with merely watching fine play, he studied the best treatise then available, "Major A.'s" "Short Whist" (a *rechaufée* of Mathews' treatise, then out of print). In 1866 he began a series of papers on whist in the *Field*, under the *nom de plume* of "Mogul," and continued them for some six years. His contributions embraced such subjects as the principles of play, the construction of the laws, and the etiquette of the game, the principal articles being: "On the Play of Second Hand with King and one Small One;" "The Lead from Ace and Four Small Ones;" "The Lead from Queen, Knave, Ten, and Others;" "On the Grand Coup," etc. In 1867, he tells us, he advocated the lead of the ten from queen, ten, jack, and others, as ensuring the command of the suit on the third round; "but," he adds, "'Cavendish' then objected to it." After that he ceased for a time to contribute to the *Field*, but sent numerous papers to *The Westminster Papers* and *Knowledge*, with which he was more in sympathy. He also wrote for the *Cornhill Magazine* an article on "Whist, Rational and Artificial." The papers in *Knowledge* included one on "Discarding," and another "On the Original Lead." For the purposes of the latter he drew up several hands, and submitted them to the leading English players for their opinions as to the lead. "By this means," he says, "I was able to prove that 'Cavendish's' cast-iron rules for leading were not generally adopted, and that nearly all the experts allowed themselves a much greater latitude in leading than 'Cavendish' enforced." In

1884, and subsequently, "Mogul" attacked, in the *Field*, the lead of the penultimate and the succeeding American leads. He has since contributed a few papers also to *Whist* (Milwaukee), including one on "Private Conventions," wherein he strongly condemns all private signals, and also all signals which are purely arbitrary. We are assured that his opinions on these points are unchanged, and in his judgment "the chief effect in England of 'Cavendish's' endeavor to make American leads and other signals an integral part of the game has been to lower his prestige and authority;" in fact, according to "Mogul's" experience, "the great bulk of players prefer to keep on the old highroads of the game, based on rational deductions, rather than to be led into bypaths smothered with sign-posts leading to chaos."

"Mogul" considers the American game of playing for tricks less interesting (as is quite natural for an Englishman of his conservatism) than the English mode of playing games and rubbers. In his opinion, the American game "loses entirely some of the nicest points of play consequent on the necessity of playing to the score." In 1896 he took E. C. Howels's book on the short-suit game as his text for an article in the *Field*, showing the pitfalls consequent on conflicting systems of signals, and the confusion thereby created. "Mogul" holds that the play of every hand must be adapted to its peculiarities, having regard to the score; he scouts the idea that a hand ought to be played in accordance with fixed rules in order that a player may earn a character for straightforward play, as unfair to his then partner; in fact, he approves of the "common-sense" game, "provided the player has qualified himself to bring common sense to bear on the subject by mastering the theory of the game, for otherwise untrained common sense is no better guide at whist than it would be in navigation."

Mongrel Whist.—Whist which is not played in accordance with any well-defined method or system; a mixture; bumblepuppy.

Morality of Whist, The.—Of all card games whist is the best, not only scientifically, but morally considered. In this country at least it is not in any way associated with play for money, and throws no temptation in the way of the young. The first congress of the American Whist League, in 1891, did away even with the often trivial table stakes which obtain in England and other countries, by declaring them to be "contrary to good morals." The infinite resources of the game were deemed sufficient in themselves to lend charm and interest to it in the eyes of all classes of players. The changes in its laws and the manner of play made in this country are all in harmony with these ideas. The elimination of honors from the count, the change from five to seven points in counting game, and the introduction of duplicate play all greatly reduced the element of chance, and made American whist essentially a deliberate game of skill, unsuited entirely to the purposes of those who play for money. Whist, thus purified and elevated, may safely be recommended to every man, woman, and child as a means of amusement, recreation, and mental training. (See, also, "Whist as an Educator.")

One phase of the interest in whist which is spreading among women should

not be overlooked. This is its added resource to woman's power and home influence. To its lover, whether man or woman, the charm of whist is its mental recreation, and if good whist can be had at home or in the social circle, most of the inducement for seeking it elsewhere is lost.—*Charles S. Boutcher* [*L. A.*].

But if whist is not a game for the saloon or the gambling-hell, it is, on the other hand, a game for the home; a game in which any bright child may innocently indulge, and that will assist in training his mental faculties to such a condition of excellence as will materially aid him in the duties of after-life. We wish that we could see this game introduced into every American home, for we believe that it would do more to keep our boys out of dangerous places, and put them under safe and ennobling influences, than almost any other agency.—*Cassius M. Paine* [*L. A.*], *Whist.*

Morgan, H. F.—Author of a treatise on whist ("The Whist-Player's Guide," 1881), which deals with the subject by way of questions and answers. He was a captain of the Twenty-eighth English regiment.

"Mort."—Whist for three, or French dummy (*whist à trois*), is popularly known as "*mort.*" The dummy hand is called *mort*, and dummy's partner *vivant*, or the living hand; the other players are known as the right and left. These are also collectively spoken of as the adversaries. The table is usually composed of four players, one of them sitting out until the end of a rubber. The player cutting the lowest card has *mort* as partner for the first game, and is known as *vivant;* he has the choice of seat and cards. When four are playing, each player, after occupying the position of *vivant*, immediately sits out for the next game, usually occupying *mort's* seat, and making himself useful by sorting *mort's* cards, etc., although he has nothing to do with the play. When stakes are played for, *vivant* is obliged to pay double when losing, and entitled to receive double when winning. Honors are not counted in "*mort*," but a special value of twenty points, for the side making it, attaches to a slam. The slam, however, is credited on the general score, and has no effect on the game in which it is made, the cards being played, and points counted, as if no slam had been made. On the general score are counted also the number of points won on each game by each side, all the cards being played out each time. The winners count three extra points for a triple game, if their opponents have not scored; two points for a double, if the opponents are not halfway; or one point for a single, if the opponents are three or four. The winners also add four points as a bonus, corresponding to the rubber points in English whist. From the total points found upon adding up are deducted the points scored by the losers. The cards in "*mort*" are played the same as in whist, and the rules and laws governing dummy largely apply. Owing to the feature of counting the slam, however, a change is made in the laws governing revokes, it being provided that the revoking player's tricks shall not be reduced to nothing. At least one trick must remain, so that slams shall not be made through revoke penalties. Where a player revokes to an extent that would make him liable to lose all his tricks, or more, the other side leaves him one trick, and adds the unpaid tricks to its own score.

The French game of *mort* is dummy, with a better system of scoring introduced.—*R. F. Foster* [*S. O.*], "*Complete Hoyle.*"

A few years back I passed a winter in Algiers, and found dummy whist played there in a way that was altogether new to me, and which I consider vastly superior to the old-fashioned game. Single games are played and not rubbers, and each player plays one in his turn. Honors are

not counted, but each trick counts for one, and the winning of the game for four. Thus, if twelve out of the thirteen tricks are made, the value of the game is fifteen points, viz.: eleven for tricks and four for the game. And if all thirteen tricks are made, which is commonly called the "grand slam," the winner receives seventeen points from each adversary, viz., thirteen for the tricks and four for the game points. But this hand does not count towards the game in which it has occurred, and that game proceeds as if no grand slam had been made. When dummy is played in this way no hands are thrown up, as every trick is of value. * * * I recommend it as a great improvement on the old game, and as much more instructive to those who wish to become good whist-players.—*James Clay* [*L. O+*].

This highly scientific game is almost universal in France. It involves a mode of play entirely different from ordinary whist. Honors are not counted. Each player takes dummy in turn as partner. Each trick over six counts one. Either side making all thirteen tricks, counts a "grand slam," the winner, or winners, counting twenty points against each adversary; but this slam does not affect the game being played. The game goes on as if no slam had been made. If the party making the slam makes more points in the following hand they are added to the slam; if he lose, they are deducted. If either side makes five points over and above the first six, he goes out, and counts (if his adversaries have made none), five for points, three for a treble, and four for game, or "cousolation," equal to twelve points, which are added to all the points he may have made in the previous hand or hands. In some clubs the slam is not counted, in which case eighteen points is the most that can be won or lost in one game, viz., four previous hand or hands, seven tricks, a treble, and the "consolation." In some parts of France dummy is counted thus: Single games without honors, each player takes dummy in turn; *each trick* taken counts one, and four for "consolation." If the grand slam is made, the winner receives seventeen points from each adversary, and the game continues; if twelve tricks are made, the winner receives the value of sixteen points. In dummy whist, as played at the Washington Club [in Paris], points are not counted as above, but counted the same as short whist—so much a game of five points.—"*A. Trump, Jr.*" [*L. O.*], "*Short Whist*," *1880*.

Mossop, Charles.—An advocate of the old leads and old style of play, who, for eleven years, as editor of the famous *Westminster Papers*, exercised an influence over English whist-players second only to that of "Cavendish" in the *Field*. Mr. Mossop was born at Long Sutton, Lincolnshire, England, November 6, 1833, and educated at the Diocesan School, Lincoln. Later he studied law, and passing his examination before he was of age, he was admitted to practice in 1854. His career as a lawyer has been very successful, as the long list of celebrated litigations in which he has come off victorious fully attests, and at this writing he is the senior partner in the firm of Mossop & Rolfe, solicitors, practicing at 46 Cannon street, E. C., London.

Mr. Mossop comes of a whist-loving family, his father and uncles all being players of reputation. He himself, at an early age, took an interest in games of skill, such as chess, whist, and double dummy. He was fond of whist, he tells us, from his childhood. In April, 1868, the *Westminster Papers* was started, at first as a chess journal; then the originators suggested that Mr. Mossop join them, and, as he says, go in for whist as well. His love for the game induced him to do so, and, for eleven years, as proprietor and editor, he conducted the periodical, writing an article on whist every month. "His style," says a writer in "Leading Men of London," "was rough, but very trenchant, and few could mistake his meaning." The *Westminster Papers* was started in part because all the other journals then devoted to chess were controlled by Staunton, who, it was claimed, was often dictatorial and unjust to his rivals. In whist, something of the same opinion was held of "Cavendish" and the *Field*, by Mr. Mossop and his friends.

As a lawyer he was distinguished for his shrewdness, readiness in debate, and great aggressiveness. He was a born fighter, and these same qualities, when carried into whist, made his journal a thing of force and character, and something that was well worthy of the serious attention of those opposed to him in opinion. In 1879 the journal was discontinued, not for want of support, but because Mr. Mossop took up public work, serving for ten years as a member of the Chelsea vestry, and part of the time as its representative on the Metropolitan Board of Works.

Since then, while he has retained his interest in whist, his legal practice has prevented him from taking a very active part. He has for years had the reputation of being a fine player, and was chosen, with A. B. Bellief, F. H. Lewis, and A. G. Barnes, to represent the Westminster Club in its whist match with the Cavendish Club, the players of the latter being Messrs. Foster, Martin, Walker, and Boyce, at the time considered the pick of London whist-players. "The Whist Table," a large volume, edited by "Portland," published in 1894, is largely made up from Mr. Mossop's writings in the *Westminster Papers*.

National Trump.—The laws of duplicate whist permit a suit to be declared for the entire sitting in the mnemonic, or single-table, game, the object being to lessen the chance of remembering the hands by the turned trump. For other good reasons, it seems to us, trumps might be declared instead of turned from the pack in all forms of duplicate whist (and they now are, in fact, frequently so declared). Nor do we see any valid reason why a permanent trump should not be selected for straight as well as duplicate. A national trump would simplify the game and add strength to it, as it would not only remove the annoyance caused by many players constantly forgetting what card was turned, but it would enable each and every one to expend the mental effort required in keeping track of the trump suit to better purpose upon the play of the hand. There need be no fear that the failure to turn trumps each time may in some mysterious manner disturb the proportions and harmony of whist, or attach too great an advantage to the deal, for where all are agreed and no exception is made, in any given mode of play, there cannot be any disadvantage to any one, *per se*. Take, as an example, the non-counting of honors in the American game. All are agreed upon it, and no one is at a disadvantage. When the laws of whist are again revised, the permanent, or national, trump should receive due consideration as a simplification and improvement of the game.

Newbold, Mrs. William Henry.—Mrs. Newbold may with justice be called the pioneer of woman's whist in Philadelphia. Her enthusiasm as a player, her social position, and attractive personality gave her a special opportunity to arouse an interest in the game among the women of the Quaker City. It is largely due to her efforts that Philadelphia stands to-day at the head of all whist centres, so far as her women players are concerned.

Mrs. Newbold began teaching about the year 1891, and has always devoted the proceeds of her teaching to charity. Her system of teaching is conservative for beginners, consisting of the long-suit game with American leads, as in-

culcated by "Cavendish" and his school. When they have grasped their elementary instruction and proved discriminative, she teaches them the game of the advanced players. Her "Condensed Textbook of Whist," which she published under the name of Roberta G. Newbold, is a deservedly popular whist primer.

Mrs. Newbold was elected an associate member of the American Whist League, June 20, 1896, and took an active part in the organization of the Woman's Whist League in April, 1897. She is one of the most expert players of the League. "Her game," says Mrs. H. E. Wallace, in *Vogue*, January 7, 1897, "is a strong and brainy one, great skill being shown in trump management, strengthening cards, leading through weakness, and skill in discarding. The latter feature of her plan caused considerable complimentary comment among the men-players at the whist congress in June, at the Oriental Hotel, Manhattan Beach, where among other clever discards one of the king of hearts made a gain of several tricks in the hand as played by her."

The team of four captained by Mrs. Newbold won the Andrews trophies in 1896, and successfully defended them nine times against all comers up to December, 1897.

New Deal.—A fresh deal of the cards when, for any reason, the previous deal is void.

There must be a new deal by the same dealer: (1) If any card except the last is faced in the pack. (2) If during the deal, or during the play of the hand, the pack is proved incorrect or imperfect; but any prior score made with that pack shall stand.

If during a deal a card is exposed the side not at fault may demand a new deal, provided neither of that side has touched a card. If a new deal does not take place the exposed card is not liable to be called. —*Laws of Whist* (*American Code*), *Sections 14, 15.*

There must be a new deal: (1) If during a deal, or during the play of a hand, the pack be proved incorrect or imperfect. (2) If any card, excepting the last, be faced in the pack.

If, whilst dealing, a card be exposed by the dealer or his partner, should neither of the adversaries have touched the cards, the latter can claim a new deal; a card exposed by either adversary gives that claim to the dealer, provided that his partner has not touched a card; if a new deal does not take place the exposed card cannot be called.

If during dealing a player touch any of his cards the adversaries may do the same without losing their privilege of claiming a new deal, should chance give them such option.

If in dealing one of the last cards be exposed, and the dealer turn up the trump before there is reasonable time for his adversaries to decide as to a fresh deal, they do not thereby lose their privilege.

If a player, while dealing, look at the trump card his adversaries have a right to see it, and may exact a new deal.

If a player take into the hand dealt to him a card belonging to the other pack the adversaries, on discovery of the error, may decide whether they will have a fresh deal or not.—*Laws of Whist* (*English Code*), *Sections 37-42.*

New Deal, Not Entitled to A.—At a game of whist, one of the parties, immediately after the trump card was turned, threw down his hand and exclaimed: "I am entitled to a new deal, as I have neither trump, ace, nor court card." His demand was refused, whereupon he said he would wager he was right, and the matter was referred to *Whist* for decision. The latter, of course, decided that the claim for a new deal was unfounded.

"New Play, The."—A term employed by G. W. Pettes, in his "American Whist Illustrated," to designate his proposed system of leads, whereby he intended to show the number of lower cards held in the hand, in the same manner that the fourth-best lead shows the possession of a certain number of

higher cards. For instance, he says: "By the American lead of eight you know that three higher cards are held. By the new play of the queen you know that three lower cards are held." This system, and the American leads, he desired to incorporate into what he called his former system of American whist. "The American game," he said, "appropriates and makes available all the advantages that both plans can offer." He appears to have submitted his idea to "Cavendish," who, he says, "recognizes that a portion of its influence can be used in English whist, but because of its newness, and the necessity of knowing the manner of its application, very properly says: 'It will, for the present, at least, be accepted only by players of the first force.'" Upon the death of Mr. Pettes these improvements, as well as other special leads which he advocated, fell into disuse. (See, "Nine-Spot," and "Pettes, G.W.")

"Nightmare Whist." — Whist which is not played as a pastime, but as a severe means of exercise and training in the game, or as a means of exhausting the possibilities of certain hands. (See, "Perception Problems," and "Study Whist.")

There is a large (and it is gratifying to know an increasing) class of players who, having been initiated into the rudiments of the game, are not content until they have exhausted all there is of it, and who find that the more study they put upon it the more there is left for them to learn. An example of this class is the coterie of the Boston Press Club who play to the eighth trick, then stop and try to locate the remaining cards, writing down their estimates on blanks prepared for the purpose. After playing the last five tricks they pass the blanks around and have them corrected. Finally they discuss from top to bottom the play of the deal, and in a doomsday book put down a big black mark opposite the name of anybody who loses a trick. Our correspondent in September *Whist* remarks that "they seem to enjoy this sort of thing; but there are others who call it nightmare whist." Probably it is a nightmare to those whose inclinations or ability forbid them to indulge in such study. It is a recorded fact that men have lived who, after a hard day's work, would find their recreation in solving problems of Euclid. What to them was undoubtedly sport or a pleasant pastime, would unquestionably be to ordinary people a most hideous sort of nightmare.—*Whist* [*L. A.*], *October*, *1895*.

Nine-Spot, The.—The sixth card in rank or value in the pack; the highest of the low cards. It is included among the high cards by some authorities.

The original lead of the nine has occasioned not a little discussion. In the system of old leads it is not now led from any high-card combination, except as it may happen to be the penultimate or antepenultimate. But R. A. Proctor, a well-known advocate of old leads, advocated the lead of the nine ("How to Play Whist," 1889) as the proper lead from king, jack, nine; and, in case of a forced lead, from nine and two others.

In the system of American leads the nine is led as a fourth-best card, but under this rule it so happens that it is restricted to just two combinations of four cards each—ace, queen, ten, nine; and ace, jack, ten, nine. G. W. Pettes, while accepting the American leads, insisted upon a number of variations, and one of his ideas was to treat the nine as a high card and lead it from the single combination of king, jack, nine, with or without others, excepting ace and queen. In order to effect his special lead of the nine, he led ace from ace, queen, ten, nine; and from ace, jack, ten, nine. Although for a time the fad met with considerable favor, it was shown to be unsound, and is now entirely fallen into disuse. "Cavendish" strongly condemns it.

In the Howell (short-suit) system, the lead of the nine (or the ten) indicates the supporting-card game; followed by jack or ten, it indicates a suit of four or more, and does not deny higher cards in the suit.

Some of the things he ["Cavendish"] condemns have long since been dead issues in this country, such as the lead of ace from ace, queen, ten, nine, and ace, jack, ten, nine, which was suggested by G. W. P., who wished to restrict the nine-lead to king, jack, ten, nine, or king, jack, nine, and others. If any one plays the G. W. P. game now he is a curiosity.—*R. F. Foster* [*S. O.*], *New York Sun, July 11, 1897.*

Experimental whist commenced its career in America by the practice of leading nine, instead of fourth best, from king, knave, nine, and one or more small cards. The lead of nine was to show absolutely the possession of king, knave, etc. It was not to be led from any other combination. Now, if any special advantage is to be gained by showing king, knave in hand, the nine-lead might be submitted to as an irregular opening, with a particular object. But the reverse is the case. If the adversaries hold any high cards in the suit, the lead of nine, on this system, instructs them how to take the best chance of making tricks. Moreover, it gives less information than the lead of nine [as fourth best] from the recognized combinations, as well as compelling unusual leads from them. Deeper analysis of the fad would be waste of space. It has been tried, and is now generally given up.—"*Cavendish*" [*L. A.*], *Scribner's Monthly, July, 1897.*

Noel, Mrs. Lillian Curtis.—One of the foremost exponents of whist in the great Southwest. Mrs. Noel became interested in whist while a mere child. Her father was fond of the game, and it was as his successful partner against opponents (gentlemen) who considered themselves hard to defeat, that her game first attracted attention. During her school-days whist was her recreation, one hour being devoted to it every evening before she went to her studies. An early edition of G. W. P.'s "American Whist" was the authority consulted. Upon her marriage she removed from her whist surroundings, and did not play a game for several years. When she returned to St. Louis she found her friends playing the "book game," and this induced her to take up whist and study it scientifically. Before long she was frequently referred to as an authority upon doubtful points by those who had not had the advantage of an early training similar to hers, and later she was urged by many to become their teacher. Having never heard of any one teaching whist, she hesitated, but was finally persuaded. She thus began giving instruction in 1893, and soon became very successful in the work, which is very congenial to her tastes. She finds in every beginner something new and interesting, and is very popular with her classes. Although she has had many flattering offers from other cities, she has thus far almost exclusively devoted her time to teaching in St. Louis, where the demands upon her time are so great that she finds none to spare. J. E. Shwab, one of the directors of the American Whist League, induced her to go to Nashville, in the winter of 1896–'97, and deliver a lecture on whist for the benefit of the woman's building at the Nashville Centennial Exposition. That, and a summer spent in teaching at some of the Northern watering-places, have been her chief experiences away from home.

Mrs. Noel was elected an associate member of the American Whist League, June 17, 1895, at the Minneapolis congress. In the previous year she had organized the Woman's Whist Association, of St. Louis, which has since grown to be one of the largest and most successful women's clubs in the country. In 1897 it had nearly reached the limit of one hundred

members. In order that it might start with the most desirable membership, an examination in whist was prescribed for all applicants. Mrs. Noel has been its president ever since its organization. She is very proud of the high standard of the whist played by the members; and well she may be, as it is largely due to her untiring efforts. We cannot do better, in closing this brief sketch, than to quote the following from a review of the whist congress in the Minneapolis *Journal* of June 19, 1895:

"While Miss Wheelock may lay claim to the title of 'whist queen,' nevertheless yesterday, at the convention, she was obliged to divide honors with a St. Louis lady, who has also entered the domain of whist with conquering step. Not that she seeks notoriety, for she is as modest as her sister 'queen,' Miss Wheelock; but she has been very successful in her work. She is Mrs. L. C. Noel, and it is small wonder that her whist classes are popular, for she is as charming as any ambitious beginner, or, for that matter, an expert at the game, could wish to meet. She is a typical Southern woman, with all the easy grace which distinguishes the members of her sex."

Nom de Plume.—See, "Pseudonyms of Whist Authors."

Non-Informatory Game.—A style of game by which no information is conveyed between partners; primitive whist; bumblepuppy.

The player who never read a book on whist sometimes, though rarely, gains an advantage by his non-conventional play. He puzzles his partner, but also puzzles his adversaries, and perhaps once out of three or four times he gains a success by this confusion. Then he remembers his success, and forgets his disasters, and is more firmly convinced than ever that reading is of no practical benefit.—*A. W. Drayson* [*L+A* +], "*The Art of Practical Whist.*"

N–S, E–W.—Letters chiefly used to distinguish the players at duplicate whist, but sometimes also used in printed or published hands of straight whist. North and south are partners against east and west. A good rule would be to let north always represent the leader, unless otherwise stated. (See, "A–B, Y–Z.")

The cardinal points of the compass, familiar from childhood and almost daily used as guides, are the simplest symbols we can conceive of for denoting relative positions.—*Whist* [*L. A.*], *December, 1892.*

Number-Showing Leads.—A name sometimes applied to the American leads (*q. v.*), because they give information concerning the number, as well as the character, of the cards held in hand. R. F. Foster, in his articles in the *Monthly Illustrator* (1897), holds that Charles Mossop, the editor of the famous *Westminster Papers*, was "the originator of the principle of showing the number of cards in the suit by varying the leads of high cards in sequence." His first suggestion was contained in an answer to a correspondent, "L. D.," in the *Westminster Papers* of July, 1868, page 45, as follows: "The regular lead from a five-card suit headed by the ace is the ace; but from a five-suit headed by ace-king, the king. We disapprove this distinction, and think it preferable in the latter case to lead the ace, because it is more important to tell your partner that you have five of the suit than the commanding card thereof. With less than five, headed by ace-king, the king is, of course, the right card to lead." This certainly agrees with the ideas subsequently carried out as part of the system of American leads. In the *Westminster Papers* for Au-

gust, 1869, page 63, Mr. Mossop reiterates his position, in answer to another correspondent; and in November, 1869, he published what is held to be the first published hand (No. 19) in which number-showing leads were employed. The nine of hearts is turned; the underscored card wins the trick, and the card under it is the next one led:

Tricks.	A	Y	B	Z
1	A ♠	10 ♠	5 ♠	3 ♠
2	K ♠	Q ♠	2 ♠	8 ♠
3	♡ Q	♡ 2	♡ 4	♡ A
4	♣ 4	♣ 2	♣ 9	♣ A
5	♣ 5	♣ 3	♣ K	♣ Q
6	♡ 3	♡ 6	♡ J	♡ 10
7	♣ 6	♡ 7	♡ K	♡ 9
8	9 ♠	♡ 8	7 ♠	5 ♢
9	7 ♢	♣ 7	♡ 5	♣ 8
10	J ♠	3 ♢	6 ♠	♣ 10
11	4 ♠	4 ♢	2 ♢	♣ J
12	9 ♢	10 ♢	A ♢	J ♢
13	8 ♢	6 ♢	Q ♢	K ♢

Score: A–B, 9; Y–Z, 4.

"By his first and second lead," says Foster, "A shows the three other players that he holds at least five spades. This information is not of the slightest use to his partner; but it should have enabled Y, his adversary, to prevent A–B from winning the game. At trick eight it should be obvious to Y that if A had five spades originally, B could have only one more, and that if Y passes this trick, refusing to trump it, B will have to continue with his only remaining spade, and Y can then trump with safety, knowing from Z's leads that he has the best club, and from his discard that he holds some protection in diamonds."

Object of Whist Play.—The first object in whist is to see which side can make the most tricks; the next object ought to be to see which pair of partners can do this in the most scientific manner, and by means of the most correct play.

The object of all whist play is to win as many tricks as possible. Every play which has not that end immediately or remotely in view is bad; while any that can be shown to tend towards that end, in the majority of cases is good.—*R. F. Foster* [*S. O.*], "*Whist Manual.*"

Observation.—One of the most important and necessary qualities in a successful whist-player. The memory cannot be exercised unless you first observe, and you cannot remember the fall of the cards unless you first note the same.

Job never had for a partner an unobservant player, or his reputation for patience would not have been gained.—*A. W. Drayson* [*L+A+*], "*Art of Practical Whist.*"

Begin by recording in your mind the broad indications of the hand as it progresses, and you will gradually acquire the power of noting even the minor features without great effort.—*C. E. Coffin* [*L. A.*], "*Gist of Whist.*"

Odd Trick, The.—Out of the thirteen tricks constituting each deal, the odd trick is the seventh first turned by one side or the other. Sometimes only this odd trick is necessary to win the game (both sides being at even score, or one side lacking but one point of going out), and then all energies are bent towards playing for the odd trick, and a more cautious game is played than usually, there being no necessity for a great game in which many tricks may be taken at considerable risk. The odd trick is not played for in duplicate whist, the great object being to see which

side can make the most tricks out of the same hands.

Remember that, between winning and losing the odd trick, there is a relative difference of two in the scores.—*Clement Davies* [*L. A+*], "*Modern Whist.*"

In playing for the odd trick, you play a closer game than at other scores. You lead from single cards and force your partner, when at another time you would not be justified.—*Thomas Mathews* [*L. O.*].

Be cautious of trumping out [drawing the trumps], notwithstanding you have a good hand. For since you want the odd trick only, it would be absurd to play a great game.—*William Payne* [*L. O.*], "*Whist Maxims,*" *1770.*

Odds at English Whist.—Current odds at whist (English game) are calculated as follows: On the dealer it is 5 to 4 for game, and 6 to 5 for rubber (the layers in this case are considered by the most recent authorities to have the worst of the bet); 1 to "love," with the deal, it is 11 to 8 for game, and 5 to 4 for rubber; 2 to "love," with the deal, it is 13 to 8 for game, and 3 to 2 for rubber; 1 or 2 to "love," deal *against*, it it 11 to 8 for game, and 11 to 8 for rubber; 3 or 4 to "love," with the deal, it is 2 to 1 for game, and 2 to 1 for rubber; 3 or 4 to "love," deal *against*, it is 15 to 8 for game, and 15 to 8 for rubber. The first game being won, is 5 to 2 on the winner. (This is the current bet, but the real odds are rather more than 3 to 1, about guineas to pounds, with the deal; rather less than 3 to 1 with the deal against.) The first game being won, and 1 to "love" of the second, is 7 to 3 on the winner. The first game being won, and 1 to "love" of the second, deal *against*, is 3 to 1 on the winner. First game, and 2 to "love" second, with deal, is 7 to 2 on the winner. First game, and 3 or 4 to "love," with the deal, or *against*, is 4 to 1 on the winner. It is an even bet the dealer has two points or more.

The deal, by many good players, is not considered an advantage, the lead being deemed equivalent to the trump turned. One to love, the odds are 5 to 4; 2 to love, 5 to 3; 3 to love, 5 to 2; 4 to love, 5 to 1.—*A. Trump, Jr.* [*L. O.*].

Offenses, Claims for. — See, "Penalties."

Old and New Schools.—In whist, as in politics, religion, medicine, and other great departments of human activity, there is a grand division into conservatives and liberals, and a subdivision of the latter again into liberals proper, radicals, and revolutionists. Thus the old school and the new school exist for the best interests of whist; for, as in other matters, the conservative element acts as a balance to the otherwise too impetuous reformers and innovators. Even in the early part of the century there existed a new school in whist, and it has continued to exist in one form or another. Just now the new school is in the hands of "Cavendish," Pole, Drayson, and others, in England; Trist, Hamilton, Ames, Coffin, and others, in this country. Opposed to them are "Mogul," Mossop (and the late R. A. Proctor, and "Pembridge," also recently deceased), in England, and Foster, Howell, Starnes, and others, in this country.

Some there be who see in all division and disagreement a deplorable state of affairs. To us the alignment of forces, progressive and conservative, seems natural and proper. Whist would die of dry rot, on the one hand, or degenerate into the fantastic and ridiculous, on the other, without these opposing influences, between which it is bound to become more and more perfect and permanently useful and beautiful, ever adapting itself to the new requirements of the times.

If the old school of whist-players are content to stand still no one can prevent them, but they may be sure that the whist-players of the future, having nothing to unlearn, will adopt the improved system.—"*Cavendish*" [*L. A.*].

In America very few representatives of the old school are left, but in England the best players have never adopted modern methods. For thirty years "Mogul" and "Pembridge" have wielded their pens in defense of the old masters, and both by their writings and their play have demonstrated that there is no advantage in any of the conventionalities of modern whist.—*R. F. Foster* [*S. O.*], *Monthly Illustrator.*

The old-fashioned player's game is fossilized; he cannot alter it, and he does not wish to alter it. He actually would cease to take an interest in the game if he had to play according to new ideas. All his whist traditions are based upon old-fashioned play. "King ever, queen never," and "when in doubt play a trump," are his maxims, and these he carries out to the bitter end. He usually tires after three rubbers, and then gives up for the evening.—*A. W. Drayson* [*L+A+*], "*The Art of Practical Whist.*"

The "blue peter" was the introduction to whist of a purely arbitrary signal or convention, and its seed has spread like a thistle's, until it has entirely overrun the old game of "calculation, observation, position, and tenace;" leaving in its place long suits, American leads, plain-suit echoes, four signals, and directive discards. These seem to have choked up all the dash, brilliancy, and individuality in our whist-players, reducing them all to the same level—not by increasing the abilities of the tyro, but by curtailing the skill of the expert.—*R. F. Foster* [*S. O.*], *The Monthly Illustrator.*

The danger now is that the game will be made too abstruse. The mystery of its practice would, if certain writers and players had their way, become more mysterious than ever. Rules are now being propounded for the play of cards which may come, in the ordinary way, once or twice in a hundred rubbers. The mind is in danger of being clogged with an infinity of maxims as to the particular card to be played at a definite juncture. In whist, the exercise of intelligence should have the first place with a fine player, but intelligence will, unless a determined stand be made against the invaders, soon be deposed for arbitrary custom. An additional argument against the adoption of these new modes of play lies in the fact that several of them clash with those laid down by older players for several generations in succession.—*W. P. Courtney* [*L+O.*], "*English Whist.*"

Fortunately, for the purposes of comparison, there are on record a great number of hands played on the old style. That very valuable collection, the *Westminster Papers*, is full of them. Here is one, played long, long ago, in which A and B were partners against Y and Z. Z dealt and turned up the heart seven. The underlined card wins the trick, and the card under it is the next one led.

Tricks.	A	Y	B	Z
1	2 ♢	Q ♢	7 ♢	6 ♢
2	2 ♠	10 ♠	Q ♠	5 ♠
3	♡ A	♡ 2	♡ Q	♡ 4
4	♡ 5	♡ K	♡ 9	♡ 6
5	4 ♠	K ♠	A ♠	8 ♠
6	6 ♠	♡ 3	♡ J	♡ 7
7	3 ♢	♡ 8	♡ 10	10 ♢
8	♣ A	♣ 2	♣ K	♣ 3
9	♣ 7	3 ♠	♣ 4	♣ 8
10	4 ♢	7 ♠	♣ 10	♣ 5
11	8 ♢	J ♠	♣ Q	♣ 6
12	9 ♢	5 ♢	9 ♠	♣ 9
13	A ♢	K ♢	J ♢	♣ J

Score: A–B, 10; Y–Z, 3.

The lead of the small diamond may surprise some, but the old school never led an ace unless they had the king. They kept aces to kill high cards with. How beautifully B shuts out that spade suit, and kills that re-entry king of diamonds in Y's hand! How neatly he takes advantage of his position in clubs at the ninth trick, and puts the screws on Y at the eleventh! In all the championship matches in this country, there is not a hand recorded that approaches this one.

The same cards were given to the players in the recent whist tournament by correspondence, and each of them had a week in which to study over every card he played. The hand was opened in the same way, with a small diamond, by Cassius M. Paine, the editor of *Whist*. His partner B is the author of "Howell's Whist Openings." Y was Harry Trumbull, captain of the team that won the championship of the world at the Philadelphia Whist Congress, and Harry Stevens, Z, is the man whom "Cavendish" thought the finest whist-player he met during his first visit to America. These

famous players got only six tricks out of A and B's cards, by letting Y make three tricks in spades and by killing the club ace. Here is the play:

Tricks.	A	Y	B	Z
1	4 ♢	Q ♢	7 ♢	6 ♢
2	2 ♠	10 ♠	Q ♠	5 ♠
3	A ♢	5 ♢	J ♢	10 ♢
4	3 ♢	K ♢	♡ 9	8 ♠
5	♡ A	♡ 2	♡ Q	♡ 4
6	♡ 5	♡ K	♡ 10	♡ 6
7	4 ♠	J ♠	A ♠	♡ 7
8	♣ 7	♣ 2	♣ 10	♣ 6
9	6 ♠	♡ 3	♡ J	♣ 5
10	♣ A	♡ 8	♣ K	♣ 3
11	2 ♢	K ♠	9 ♠	♣ 8
12	8 ♢	7 ♠	♣ 4	♣ 9
13	9 ♢	3 ♠	♣ Q	♣ J

Score: A–B, 6; Y–Z, 7.

—*R. F. Foster* [*S. O.*], *Monthly Illustrator.*

"Old-Fashioned Whist-Party, An."—Charles Dickens, in his inimitable "Pickwick Papers," exhibits *Mr. Pickwick* at whist on several occasions. In chapter six he describes an old-fashioned whist-party at Dingley Dell, in which the great man was one of the victims. Two card-tables had been set out by the fat boy, one for "Pope Joan," the other for whist. The whist-players, besides *Mr. Pickwick*, were, his partner, the old lady, and *Mr. Miller* and the old gentleman. The rest of the company played the round game, "Pope Joan." Dickens continues:

The rubber was conducted with all that gravity of deportment and sedateness of demeanor which befit the pursuit entitled "whist"—a solemn observance, to which, as it appears to us, the title of game has been irreverently and ignominiously applied. The round-game table, on the other hand, was so boisterously merry as materially to interrupt the contemplations of *Mr. Miller*, who, not being quite so much absorbed as he ought to have been, contrived to commit various high crimes and misdemeanors, which excited the wrath of the fat gentleman to a very great extent, and called forth the good-humor of the old lady in a proportionate degree.

"There," said the criminal *Miller* triumphantly, as he took up the odd trick at the conclusion of a hand; "that could not have been played better, I flatter myself;—impossible to have made another trick."

"*Miller* ought to have trumped the diamond, oughtn't he, sir?" said the old lady.

Mr. Pickwick nodded assent.

"Ought I, though?" said the unfortunate, with a doubtful appeal to his partner.

"You ought, sir," said the fat gentleman, in an awful voice.

"Very sorry," said the crest-fallen *Miller*.

"Much use that," growled the fat gentleman.

"Two by honors makes us eight," said *Mr. Pickwick*.

Another hand. "Can you one?" inquired the old lady.

"I can," replied *Mr. Pickwick*. "Double, single, and the rub."

"Never was such luck," said *Mr. Miller*.

"Never was such cards," said the fat gentleman.

A solemn silence. *Mr. Pickwick* humorous, the old lady serious, the fat gentleman captious, and *Mr. Miller* timorous.

"Another double," said the old lady, triumphantly, making a memorandum of the circumstance by

placing one sixpence and a battered half-penny under the candlestick.

"A double, sir," said *Mr. Pickwick.*

"Quite aware of the fact, sir," said the fat gentleman, sharply.

Another game, with a similar result, was followed by a revoke from the unlucky *Miller;* on which the fat gentleman burst into a state of high personal excitement which lasted until the conclusion of the game, when he retired into a corner and remained perfectly mute for one hour and twenty-seven minutes; at the end of which time he emerged from his retirement, and offered *Mr. Pickwick* a pinch of snuff, with the air of a man who had made up his mind to a Christian forgiveness of injuries sustained. The old lady's bearing decidedly improved, and the unlucky *Miller* felt as much out of his element as a dolphin in a sentry-box.

Old Leads.—The first system of leads devised for the game of whist. It had its beginnings in the days of Hoyle, but was much improved by subsequent players and authorities, especially by Thomas Mathews. The old leads are distinguished for their naturalness and simplicity, and many who have once adopted them find it hard to discard them for any other system. They show accurately the position of the high cards in the hand, but are deficient in the important matter of indicating to partner also the number of cards in any given suit, to remedy which defect the more scientific and elaborate American leads were devised.

The first general principle on which the early whist authorities were agreed was that the best leads were from sequences of three or more. Being without sequences, Payne advised a lead from the most numerous suit; in other words, the longest. Mathews agrees with this, but must be strong in trumps before leading from the most numerous. His table of leads, the earliest which gives the leads in detail, was as follows:

	In Plain Suits.	In Trumps.
Ace, king, jack, and three small	Lead Ace.	Lead Ace.
Ace, king, jack, and two small	" Ace.	" King.
Ace, king, and three small	" Ace.	" Small card.
Ace, queen, jack, and two small	" Ace.	" Ace.
Ace, queen, ten, and two small	" Ace.	" Small card.
Ace and four small	" Ace.	" Small card.
King, queen, ten, and one small	" King.	" King.
King, queen, and two small	" King.	" King.
King, jack, ten, and one small	" Ten.	" Ten.
Queen, jack, nine, and two small	" Queen.	" Queen.
Queen, jack, and one small	" Queen.	" Queen.
From all others, lead a small card.		

Thus the leads remained substantially until 1835, after the rise of short whist in England, and they are given as above in "Major A.'s" book on the new five-point game, which is not to be wondered at, as he simply adapted Mathews to "short whist." Between this period and the time when "Cavendish," Clay, and Pole first began to write on whist, a change was made in the ace-lead. It was decided to lead the king originally, when holding both ace and king. To-day, the

advocates of the old leads also accept the lead of the penultimate and antepenultimate, from suits of five and six respectively in which there is no high-card combination, and from which, by the American leads, the fourth best is led. In fact, many adherents of the old leads accept the fourth-best lead itself, and all of them admit that the trump leads, under the system of American leads, is an improvement, and their leading players practice these trump leads. This, however, marks the dividing line between the players of old leads and those who practice the American leads. In plain suits the old leads, as at present in vogue, may be briefly stated as follows:

Holding *	Lead	Followed with
Ace, king, queen, jack	King	Jack.
Ace, king, queen	King	Queen.
Ace, king	King	Ace.
Ace, queen, jack, and one other	Ace	Queen.
Ace, queen, jack, and two others	Ace	Jack.
Ace, queen, jack, ten	Ace	Ten.
Ace and four or more others	Ace	Fourth best.
King, queen, jack, ten (no others)	King	Ten.
King, queen, jack, and one small	King	Small, if king wins. Jack, if king loses.
King, queen, jack, and two or more others	Jack	King, with five in suit. Queen, with more than five.
King, queen	King	Fourth best, if king wins. Queen, if king loses.
King, jack, ten	Ten	Fourth best, if ten wins. King, if ten loses.
Queen, jack, ten	Queen	Jack, with four in suit. Ten, with five in suit.
Any other combination	4th best	

* Unless specified, number of suit does not vary the play.

It is fair to say that while the American-leads system of Trist and "Cavendish" is to a large extent based upon and in harmony with old leads, and while it embodies in the fourth-best rule an extension and application, in somewhat different and better form, of the penultimate and antepenultimate ideas of "Cavendish" and Drayson, the old leads themselves, as now practiced, owe something also to the American leads. Advocates of the old-leads system are generally averse to the many additional informatory signals devised and used by those who believe in American leads and the long-suit game as the best means of playing whist in partnership. Many advocates of the old leads despise even the time-honored signal for trumps. Others are more liberal.

There never was, and perhaps never will be, in any game, any system of play which so thoroughly and so consistently fulfilled the purposes for which it was intended as the old leads at whist—*R. F. Foster* [*S. O.*], *Whist, June, 1894.*

The advocates of the old leads object to the lead of the ace from ace, king, and three or more small ones, because that lead does not at once inform the partner of the position of the king. They object to the lead of the queen from either ace, king, queen, and two or more others, or king, queen, and three or more others, because it is confusing, it being often impossible to tell when a queen is led whether it is either of these combinations, or from queen, jack, ten. They object to the lead of the jack from ace,

king, queen, jack, and one or more others, because the jack does not at once show the presence of the ace, and they object to making the king show exactly four cards in suit, because they believe it important to lead it regardless of number in suit to show the presence of the card next to it. * * * In favor of the code of old leads it is urged that they show more accurately than any other system by the first card led what other high cards the hand contains. * * * A very strong point made is the fact that the old system presents but a single queen lead—viz., queen, jack, ten—while the American leads require the queen to be led from three different combinations. [A defect remedied by the Hamilton modification.] The opponents of the old system argue that, while it may have been good enough for the players of the past, whist of to-day has advanced beyond it, and that it ought to be possible, by the original lead of a high card, to always give more information than merely what high cards are held in the hand. * * * The answer that the supporters of the old leads make to this argument is, that the most accurate information in regard to the high cards is of more importance than anything else—that a partner, if he is a keen player, will find out the information as to number in suit soon enough for all practical purposes.—*Milton C. Work* [*L. A. H.*], "*Whist of To-day.*"

Omitting Playing to a Trick.—In the English code, section 69, it is provided that if a player omits playing to a former trick, and his error is not discovered before he has played to the next, the adversaries may claim a new deal. Should they prefer to have the deal stand good, the surplus card at the end of the hand is considered to have been played to the imperfect trick, but does not constitute a revoke.

In the American code, section 19, it is provided that "if any player has a surplus card by reason of an omission to play to a trick, his adversaries can exercise" the privilege of a new deal "only after he has played to the trick following the one in which such omission occurred."

Open Game.—The open game is the game of the strong hand. There is no reason for employing methods of concealment or artifice when you have a goodly number of trumps and good suits, and you have reason to believe your partner is similarly favored. Even the most radical advocates of short-suit leads admit that under those circumstances, the truthful, scientific, long-suit game is the best.

I have satisfied myself that at least one trick in ten is gained in the long run by playing the open game, the two partners working together against two adversaries working separately.—*R. A. Proctor* [*L. O.*].

When the indications show that your partner has a reasonably strong hand, or when you have such yourself, play the open game. Be absolutely truthful in your partner's suits and in your own. Nothing is more bewildering and discouraging than a partner who plays false cards and irregular leads with a strong hand.—*R. F. Foster* [*S. O.*], "*Whist Tactics.*"

Opening.—The opening play; the plan upon which the game is begun; the opening lead.

Opening Lead.—The original lead with which a hand is opened; also, the first lead with which a suit is opened.

Opponent. — An adversary at whist; one of the players opposed to yourself and partner. In duplicate whist, the player who plays or overplays the same hands which you hold; also, the one who occupies the same position that you occupy, but at another table, and whose play is compared with yours.

Opposition.—Opposition is the chief feature of the arrangement of individuals, by schedule, in playing duplicate whist. Each individual player should be placed in opposition to each other individual an equal number of times. (See, also, "Meeting and Opposing.")

Opposition must never for a moment be lost sight of. Any schedule arranged

without keeping this point in view is worthless, no matter how the partners and adversaries may be arranged.—*R. F. Foster* [*S. O.*], "*Duplicate Whist*," *1894.*

Optional Trump - Showing Leads.—Leads by means of which the leader may or may not indicate trump strength in his hand, at his option. A way of doing this was devised by Milton C. Work, in order to meet certain objections urged against his trump-showing leads (*q. v.*), and was first published by him in 1896. He takes the system of old leads (*q. v.*) as the standard for his purpose, and the meaning of the leads is faithfully observed, except when the leader desires to show trump strength. Then, for this purpose, he departs from the king lead of the old system to the lead of either ace or queen, as the contents of his hand may warrant.

The argument in favor of this system is that if, in the opinion of the leader, he is placed with a hand in which it will do more good than harm to announce trump strength, he can do it; while, on the other hand, if he has trump strength, but does not desire to announce it, he is not bound to do so; and the adversaries cannot play him with certainty for trump weakness, merely because the strength has not been announced. The principal objections to this system are the uncertainty in regard to the trump strength which necessarily exists in the majority of cases, and the absence of the elaborate information in regard to length in suit given by the American leads.—*Milton C. Work* [*L. A. H.*], "*Whist of To-day.*"

Original Fourth Best. — The fourth-best card of a suit as at first held in the hand before a card of the suit is played. A phrase first employed in the second maxim of American leads. (See, also, "Fourth Best.")

After an experience of fourteen years, I cannot agree with "Cavendish" in the modification of American leads adopted by him of following the ace with fourth best remaining in hand, and I still adhere to the follow with original fourth best, as formulated when those leads were first introduced; in which position, I am pleased to say, I am sustained by so able a writer as Mr. C. D. P. Hamilton.—*N. B. Trist* [*L. A.*], *Harper's Weekly, July 4, 1896.*

Original Lead.—The first lead after the cards have been dealt; also, the lead with which any player opens his hand.

This play forms the rock upon which the greatest number of whist-players break asunder, or part company. Upon one original lead all are agreed, however, and that is, having overwhelming trump strength, you lead trumps first. Then comes the rub, the opening lead from your best plain suit. The advocates of the old leads esteem suits containing high-card sequences the very best, but many of them also play the long-suit game and lead from their longest suit, irrespective of sequences. The advocates of American leads generally open from the long suit; this is the play of "Cavendish," Drayson, Pole, Trist, Ames, Hamilton, Coffin, and the modern scientific school. Then come the advocates of short-suit play, of various degrees of radicalness, the most radical preferring at all times to lead originally from a short suit (one of less than four cards), just as the radical long-suiter prefers the long suit. Between the two extremes there are many players who take into consideration their hand first, and then apply whatever leads, long or short suit, they think best adapted to it. Here there is a difference in method again, the liberal long-suiter playing according to a system of forced leads (*q. v.*), which is a complement of the long-suit game, and the liberal short-suiter playing the Howell system fundamentally; or perhaps the common-sense game of Foster, to a certain extent, but

not ignoring frequent opportunities to establish and bring in a long suit, which involves the highest form of whist strategy. (See, also, "Long-Suit Game," and "Short-Suit Game.")

In a general way, the latest usage among long-suit players and adherents of the American leads, is to lead trumps originally, when holding five or more; otherwise, lead from the longest plain suit, and, when holding two equally long ones, select the stronger. When your longest plain suit contains four cards only, with no card higher than a nine, and you hold at the same time a suit of three higher cards, in sequence, lead from the three-card suit. (See, "Forced Leads.") With four trumps and only three cards in each plain suit, choose the lesser evil by leading trumps.

The first or original lead should, in almost every case, be from your numerically strong suit.—*A. W. Drayson*, [*L+A+*], "*The Art of Practical Whist.*"

Let your first lead be from your most numerous suit in your hand, or at least from a suit of not less than four cards.—*William Pole* [*L. A+*], "*Philosophy of Whist.*"

The great advantage of having the original lead is, that you can develop the game in any direction you may select.—*A. W. Drayson* [*L+A+*], "*The Art of Practical Whist.*"

There are only six original leads [American leads system] with which the game may be properly opened. * * These leads are the ace, king, queen, jack, ten, and fourth best.—*C. E. Coffin* [*L. A.*], "*Gist of Whist.*"

That the opening play of a hand should generally be made from five or more trumps, or from the longest plain suit held by the first player, and that the original lead by each subsequent player should be subject to the same rule (except in so far as it should be modified by the results of the preceding play), was an established principle in the days of Hoyle.—*Emery Boardman* [*L+A.*], "*Winning Whist.*"

Original Play.—The first play of a deal in duplicate whist. The hands are preserved separately in trays provided for that purpose, and are then overplayed, or played in duplicate.

Orndorff, Thomas C.—Inventor of the Orndorff method of playing twenty-four whist hands in duplicate by two teams of four players each, which was tried at the first congress of the American Whist League, at Milwaukee, in 1891, and was among the very earliest attempts to provide a system for the equitable movements of the players and trays, which has since been elaborated into schedules covering any number of tables or players. Mr. Orndorff's schedule, although confined to two teams of four, was highly commended. N. B. Trist said of it: "I believe it will make the best average skill as near perfect as possible, by changing, as you do, the relative position of the players at every hand." Mr. Orndorff's ideas were set forth as follows: "That it is possible for some players to remember hands in their overplay, as has been demonstrated, is a great disadvantage. The fact that methods confined to four players are limited in their use, thus unfitting them for team contests; that in their use the scoring of tricks won is often incorrect, showing them to be unreliable, and that the trump card is not exposed, thereby depriving the game of one of its essential points, makes it desirable that a method be secured that will be free from the objections named." In his method two teams of four are engaged. Twenty-four hands in duplicate, or forty-eight in all, are played in each contest. No player overplays the same hand. The trump card is turned at each deal. Two trays and two packs of cards only are used. The team scoring

over 312 tricks wins the contest. Each player has four of the opposing team to play against, and three of his own team to play with. He therefore plays twelve times against each of the opposing team, and eight times with his own team. He plays six times in each position – dealer, first, second, and third hand. He plays through each one of the opposing teams six times, and in turn is played through by each one of the opposing team six times. He plays at each table twelve times. In a letter, under date of July 31, 1897, Mr. Orndorff says: "By numerous changes in the method of play, the system has been generally adopted, but with many variations; so many, in fact, that one would hardly recognize the original system."

Mr. Orndorff was born at Zanesville, O., September 15, 1840; entered the service of the Adams Express Company in 1860, and that of the United States Ordnance Department in 1863; for five years from the close of the war was with the Baltimore and Ohio Railroad Company; located in Worcester, Mass., in 1882, where he has since been engaged in the manufacture of military cartridge belts. He was a delegate to the first congress of the American Whist League, representing New England, with Messrs. Barney and Sturdy. At the second congress he was made a director of the League.

Mr. Orndorff's system was given a fair test, and it was a great success. It is, in our opinion, the best method yet devised for playing duplicate whist in teams of four against four. By this method a record of the play is preserved, and each player of each team plays an equal number of hands with each player of his own team as a partner. In this way the relative strength of the contesting teams is shown by the total number of points scored. The strength of the players as pairs is made evident, as is also the individual rank of the contestants.—*C. S. Boutcher* [*L. A.*], "*Whist Sketches*," *1892*.

Otis, T. E.—A well-known player and writer on whist subjects, who for two years also taught whist professionally. It was while suffering from physical disability, such as obliged him to give up mercantile pursuits for a time. In order to occupy his mind, he gave instructions in the game, to the great benefit of a large number of pupils. In 1897 he returned to active business life as general manager of the Guaranty Development Company, of New York, and treasurer of the Davidson Box Company, and whist teaching is now with him a matter of leisure, and confined chiefly to the training of the team of the New Jersey Whist Club, of which he is captain.

Mr. Otis is forty-three years of age, and has resided in New York and Brooklyn nearly all his life, his present home being at East Orange, N. J. He is a graduate of the Polytechnic School, of Brooklyn. He was one of the organizers of the Knickerbocker Whist Club, of New York; the Orange Whist Club; the New Jersey Whist Club; and the New Jersey Whist Association, being at present president of the latter. He is also a member of the Orange Whist Club and the Brooklyn Whist Club. For two years Mr. Otis has held the position of whist editor of the Newark *News*, and as such, as well as by his contributions to *Whist*, he became widely known among the whist-players of this country.

"Ouida's" Tribute to the Game.—Among the many authors who have spoken in praise of whist as a highly intellectual game, is "Ouida," the novelist, who says in "Chandos" (chapter 4): "A man

who has trained his intellect to perfection in whist has trained it to be capable of achieving anything that the world can offer. A campaign does not need more combination; a cabinet does not require more address; an astronomer-royal does not solve finer problems; a continental diplomatist does not prove greater tact."

Out.—The cards that have been played are said to be out.

Out of Turn, Playing. — See, "Error, Cards Played in."

Overplay.—The second or duplicate play of a deal in duplicate whist; the replay.

Overtrump.—To trump over; to cover a trump with a higher trump. It is important to know when to overtrump and when to let the adversary have the trick. The former is advisable when you have no good suit and are playing for immediate tricks, or when you desire the lead for any purpose. Do not overtrump, however, with a good suit, for in that case it is very important to play your trumps in a manner that may extract the trumps of the adversaries, and bring in your long cards.

With a good suit, overtrumping is bad play, for while there is any hope for your suit it is very important to keep your trumps intact.—*R. F. Foster* [*S. O.*], "*Whist Tactics.*"

Overtrumping is usually safe if the left-hand adversary is strong in trumps, and is always best if the partner wishes that trumps should be played. If, after the successful overtrump, a trump can be led, the result is usually advantageous.—*G. W. Pettes* [*L. A. P.*], "*American Whist Illustrated.*"

Only the experienced whist-player has the strength to resist the temptation to overtrump; the novice invariably takes the bait, and by doing so may ruin a great game. The veteran calmly examines the situation in all its phases, and often to his advantage. He reasons that if he overtrumps he must lead something, and whether he can lead to advantage is a matter of concern.—*C. D. P. Hamilton* [*L. A.*], "*Modern Scientific Whist.*"

Cases often happen where it is not advisable to overtrump. Most of these depend upon the fall of the cards and on inferences from the play, and cannot be generalized. But there is one case in which it is *never right* to overtrump, viz., when three cards remain in each hand and one player holds the second and third-best trumps, with one of which he trumps the card led. If the player to his left has the best and fourth-best trumps, he can never gain anything by overtrumping, and may lose a trick.—"*Cavendish*" [*L. A.*], "*Laws and Principles of Whist.*"

Pack.—The fifty-two cards used in playing whist. By old writers on the game the pack was variously called a pair of cards, a stock, or a deck. Pack is the term now generally used. A faulty pack is one which is imperfect. (See, "Imperfect Pack.")

Packet.—A subdivision of a pack of cards made in cutting or in gathering up the tricks at table during play.

Paine, Cassius M.—The founder, editor, and (at present) sole proprietor of the only journal in the world devoted exclusively to whist; a leading advocate of the "Cavendish"-Trist school, and the leading inventor of apparatus used in playing duplicate whist.

Mr. Paine was born in Milwaukee, Wis., October 12, 1859. His father was Hortensius J. Paine, of James H. Paine & Sons, counsellors-at-law, who achieved distinction in ante-bellum days by reason of their uncompromising abolition principles. The family came to Wisconsin from Ohio, and the senior member of the firm originally from Connecticut. Mr. Paine's mother was a daughter of Horatio

N. Joy, a farmer, who came to Wisconsin in 1833 from New York State. Hortensius Paine died in 1865, leaving a widow and three children, of whom Cassius was the second. From this period his life was spent on a farm until he was twelve years old, when he began his business career as messenger in a bank. He had received but a common-school education, but as banking hours were short, and the boy studiously inclined, he found opportunity to further improve his mind. At the age of twenty-three he engaged in business for himself, and has been actively occupied in commercial pursuits ever since, his chief business at present being that of a grain merchant.

Mr. Paine first became interested in the game of whist about the year 1885, when he joined the Milwaukee Whist Club. In the fall of 1890 he was elected president of the club, and it was during his administration that the first American whist congress was held at Milwaukee, in 1891. Mr. Paine was one of the first to take up duplicate whist, obtaining his cue from John T. Mitchell, of Chicago. He conducted the first duplicate contest of moment between clubs, in January, 1890, when the Milwaukee and Evanston teams played a match of twelve tables. It was while making preparations for this match that he discovered the idea which shortly afterwards was elaborated by J. L. Sebring, of Kalamazoo, Mich., and led to the manufacture of the duplicate whist method now known as the Kalamazoo system.

Immediately after the whist congress, and largely with a view of sustaining interest in the League, which was a matter of great pride to the Milwaukee Whist Club, the journal *Whist* was founded by Eugene S. Elliott, Cassius M. Paine, and George W. Hall. Mr. Hall died the October following, and the enterprise was continued by Mr. Elliott and Mr. Paine until 1896, when Mr. Paine acquired the entire interest.

Mr. Paine was elected in 1895 to the presidency of the Milwaukee Chamber of Commerce, a body of six hundred of Milwaukee's most prominent citizens, in which office he served two terms. He is also president of the Milwaukee Ethical Society. When asked to define his present position in regard to the play of whist, he said, in a letter under date of November 30, 1897: "I am a staunch advocate of 'Cavendish's' maxims, but I have always believed in paying great regard to the development of the deal, and the personality of the players; and these considerations often induce me to pursue a different course from that which a hide-bound book-player might follow."

Mr. Paine is a very conscientious editor. He says it has always been his first thought to publish all the news, as he believes variety to be the only thing that will hold a large class of readers, and that if a subscriber finds what he likes in a publication, he is usually satisfied, even if some things appear which do not particularly interest him. In the discussion of important topics, Mr. Paine expresses his opinions suggestively rather than dictatorially, and encourages whist-players to investigate and to think for themselves, which he finds induces them to participate in discussions on moot points. He has little fear for the solid principles of the game, and thinks that the public is discriminating, and will not long be imposed on by false theories. While an editor may direct and suggest, the public must approve, and its verdict is the final test.—*R. F. Foster [S. O.], Monthly Illustrator.*

Pair, A.—The two players sitting north and south, or east and west, at duplicate whist. Two partners constitute a pair. Duplicate whist scores are arranged for individ-

uals, pairs teams of four or more, etc. When pairs form the basis of the match play, each pair plays together throughout the sitting, never changing partners, but moving in such a manner as to be opposed an equal number of times to each of the other pairs.

The need of a more satisfactory method of keeping the scores for pairs, especially in tourneys or for a season's play, has been strongly felt. The usual way is to keep a record of the points made and decide the standing of each pair by means of its plus or minus score; but this has been found unsatisfactory, especially in clubs, because the pairs were soon so far separated that those away behind became discouraged. Another method has been tried by some: that of keeping a record of games won or lost, and deciding the standing of the pairs thereby. But a plus fractional margin in this case, it is objected, has too great weight. The latest suggestion (made by John C. Meredith, of Kansas City, Mo.,) is, that a record of both points and games be kept, and "that the number of points, plus or minus, be multiplied by 60 and divided by 100, and the number of games won or lost multiplied by 40 and divided by 100, and the sum total taken as the standing of the pair in the tourney."

Another difficulty in the play of pairs is the effect which the inequality of the sides has on the score. In some clubs the whist committees equalize the sides as far as possible by their knowledge of the players. In the Kansas City Whist Club, during 1897, the position of the players was decided by their standing in the tourney, as follows: The pair standing highest was placed north and south; next highest, east and west; third highest, north and south; and so on until all the pairs were placed. When the schedule of play for the evening placed a pair on the wrong side, the next highest pair took its place. When the standing of two pairs was equal, and they were scheduled to play at the same table, their positions were decided by lot. This is declared unsatisfactory, because the standing of the pairs in the early part of the tourney depends too much on whether they have played the strong or weak teams in the tourney. In commenting on this, Mr. Meredith says: "I suppose we shall never have a perfect game of duplicate until some one invents a pack of duplicate cards so arranged that the same hands can be played by your adversaries, but in such form that they will not be recognized." The editor of *Whist* fears that "the matter of equalizing the sides presents a problem which will ever remain insoluble."

Partie.—The same players playing two rubbers consecutively, or, should it be necessary, a third, to decide which has the best of the three.

Partner.—One who plays with another player, and, with the latter, against two other players. Partners sit facing each other at the table, with an adversary on each side. One partner should not deceive another by his play, but should have due regard for the other's hand, affording him all the help he can, and utilizing, as far as possible, all his resources for the common good. Each should try to play both hands as one. The one who has the best hand, and the most likely chance of bringing in a long suit, indicates it at once by his first lead or two, and then

the other, unless equally strong, promptly sacrifices his hand in building up and assisting partner's game. A player must not make the mistake of always trying to take the lead in the partnership. Be sure you have the best hand, or at least as good a hand as partner, before ignoring his claims. Do not insist upon playing a doubtful or disastrous game with your own pitiful resources when you could turn in and help improve his splendid opportunities. Nothing could be more exasperating to him, to say nothing of the effect your conduct has upon the score. Next to the bumblepuppist who plays in blissful ignorance of the existence of partner, ranks the new style of bumblepuppist who has no use for him except as a vassal to do his bidding and work for his glory.

Every good whist book is full of maxims for the guidance of partners in their mutual play. Do not forget to return partner's lead, after indicating your own strong suit; but if you hold the best card in his suit, lead it to him at the first opportunity, even before opening your own suit. Do not fail to respond to his trump signal, unless you have the weightiest of reasons. Give him all the information you can consistent with proper play. Force him if you are strong in trumps, and thereby enable him to make tricks with his trumps. Do not force him if you are weak in trumps, unless either of the adversaries have shown trump strength, or he has shown a desire to be forced. Get rid of the commanding card in his suit, so as not to block his game.

With a strong trump hand, play your own game; with a weak trump hand, play your partner's game.—"*Cavendish*" [*L. A.*].

Remember always that you and your partner have twenty-six cards to play for the common cause, of which you have but thirteen.—*Milton C. Work* [*L. A. H.*].

Remember that your partner is equally interested with you, and do not play your own hand without regard to his.—*Fisher Ames* [*L. A.*], "*Practical Guide to Whist.*"

Partner's weakness, when exposed, gives entire authority to manage your play with little or no regard to him, and will particularly alter three things: the second-hand play, the discard, and the management of trumps.—*N. T. Horr* [*L. A.*], *Whist, January, 1893.*

The fine player will scarcely have asked for a better partner than one who, by careful attention to rule, has given to him every possible indication of the position of the cards, and has enabled him, so to speak, to play twenty-six cards instead of thirteen.—*James Clay* [*L. O+*].

If I were asked what I regarded as the most valuable working quality in a partner, I should answer: Readiness in determining whether an aggressive game, aiming at the bringing in of a long suit, should be entered on, or a defensive policy pursued.—*R. A. Proctor* [*L. O.*].

You and your partner play against two other partners. It is twenty-six cards against twenty-six when the partners play to mutually assist one another. It is thirteen cards against twenty-six when each partner plays for his own hand.—*A. W. Drayson* [*L+A+*], "*The Art of Practical Whist.*"

When the partner of the original leader wins the first trick, he may do any one of four things: (1) Lead trumps if he has five or more, or four with an established suit and a card of re-entry; (2) lead back the best card of the leader's suit, if he holds it, before introducing his own; (3) lead his own suit, if it is worth trying to establish; (4) return the leader's suit, with the lowest, if he has three or more remaining; with the higher if only two, no matter what they are. When the original lead is a trump, the partner should always return it if he has one.—*R. F. Foster* [*S. O.*], "*Johnson's Universal Cyclopædia,*" *1895.*

T. E. Otis writes as follows in the Newark *News:* "Observe the following simple rule, and it will greatly aid you in knowing when to play your partner's hand instead of your own: When you win your partner's lead and are not strong enough in trumps to lead them, return your partner's suit, unless you have won it with a card as low as the jack and have none higher of that suit in your hand, or when you have an established suit, or one which can be estab-

lished in the first round." * * * With all of the above Philadelphia whisters are heartily in accord, except the suggestion that when you win your partner's suit with a jack you should not return it. Under these circumstances your partner holds either the ace and queen, or the king. The opponent to your right holds the face cards your partner does not. If your partner has the two face cards, it is most advantageous to return the suit. If the adversary holds them, it is even yet apt to be the best thing you can do, since, if you do not, your left-hand adversary will later, and nothing will be gained by the omission on your part; while, on the other hand, you will have delayed establishing your partner's suit, and been at the disadvantage of opening a new one. It seems a good rule to always return your partner's suit, unless you are strong enough to lead trump, or hold a suit that is sure to be established in one round, or is headed by the queen-jack-ten combination.—*Milton C. Work* [*L. A. H.*], *Philadelphia Press, November 24, 1897.*

Partner, a Bad.—A bad partner is one who is either naturally an inferior player, or one whose whist education has been neglected or perverted. When his condition is utterly hopeless, he is generally described as a bumblepuppist (*q. v.*). The only safe way to play with a bad partner is to ignore him and play your own hand, watching in the meanwhile if there is method in his badness. It may be that he makes the same bad moves every time in any given situation, and even from these earmarks some valuable inferences may be drawn. In the meantime do not needlessly expose your own hand to the adversaries by trying to convey any information to him. You have an unscientific and difficult game to play, but try to play it without losing your temper.

With a bad partner, what should influence you in selecting a suit to lead from? That suit which is best for your hand, considered on its merits exclusively.—*Arthur Campbell-Walker* [*L. O.*].

The excitable player is one of the most dangerous partners that you can sit opposite to. You can never predict what blunders he may not commit.—*A. W. Drayson* [*L+A+*], "*Art of Practical Whist.*"

When you are unfortunately tied to an untaught partner, especially if at the same time you are pitted against observant adversaries, you should expose your hand as little as possible, particularly in respect of minor details.—"*Cavendish*" [*L. A.*], "*Laws and Principles of Whist.*"

I am confident I should not have had a gray hair in my head these ten years to come if it were not for that wretch who refused to lead back my trump, in order that he might make one miserable trick by a ruff. The "second murderer," too, who never will lead twice for the same suit, has aged me more than all my gout. As to the fatuous imbecile that, when he plays a card, always looks at his partner, and never once at the board, there is not a club in Europe without some dozens of them.—*Anon.*

One of these bores is the "if you had" partner, who constantly greets you with "if you had only done so and so we should have made so and so." My favorite retort to the "if you had" partner is to ask if he has ever heard the story of "your uncle and your aunt." If he has, he does not want to hear it again, and is silent. If he has not, and innocently falls into the trap by expressing a desire to hear it, I say, in a solemn voice: "If your aunt had been a man, she would have been your uncle."—"*Cavendish*" [*L. A.*], "*Card-Table Talk.*"

Partner's Hand.—The principle that partners should play their hands in such a manner as to render each other the most efficient aid, is one that was recognized from the earliest times. "Study your partner's hand," was one of the principles of the Folkestone school, which preceded Hoyle. "The more clearly you demonstrate your hand to your partner the better," says Mathews, in 1804. "Your play should be such as to give your partner an insight into your hand," is the advice which Admiral Burney gives, in 1823. "Major A.," writing in 1835, has this to say: "The good player plays his partner's hand and his own, or twenty-six cards;" and General de Vautré, in 1840, uses a similar expression, when he says: "I teach the mode

of playing with twenty-six cards, and not with thirteen." "Let your play be as intelligible to a good partner as you can make it," writes "Cælebs" in 1851. "Cavendish," Pole, and other leaders of the modern scientific school elaborated the idea, until by means of the American leads and other legitimate conventions such perfect information can be conveyed between expert partners, that their hands may in truth be said to be one.

Play as if partner's hand belongs to you, and your hand belongs to your partner.—*Fisher Ames* [*L. A.*], "*Practical Guide to Whist.*"

In whist each player is to consider his partner's hand as well as his own, and to make the most of the combined hands each partner must play a game which the other understands.—*R. A. Proctor* [*L.O.*].

What is the most important general rule to be borne in mind by a whist-player? That he must consider his partner's hand as equally important with his own, and, if necessary, sacrifice his own for the good of the partnership.—*Arthur Campbell-Walker* [*L. O.*].

A good whist-player takes delight in planning for the play of his partner's hand, knowing that such play is a compliment to his skill. To be able to read your partner' s hand, and play to make *his* cards, is whist of the highest order.—*C. D. P. Hamilton* [*L. A.*], "*Modern Scientific Whist.*"

Partnership.—The idea of partnership in the game, and playing both hands as one, which is made one of the fundamental principles of his philosophy of whist by Dr. Pole, was foreshadowed by the earlier writers on whist, and strongly emphasized by General de Vautré, in France, 1843, and a German authority, Ludwig von Coeckelbergle-Dützele, whose "Rationelle Whist" (rational whist) appeared at Vienna in the same year. It was also popularly inculcated in a set of rhymed rules published in France, about 1854, by "Un Général d'Artillerie." The following is an extract from von Coeckelbergle-Dützele's work: "In order to make the best and most advantageous use of your own as well as of your partner's hand, you must endeavor to find out what his cards are, and to afford him similar information as to your own. Both these objects are effected by what is called the language of the cards (*Kartensprache*), or the art of signaling (*Signalkunst*). The cards selected to be played serve, by their relative values, as telegraphic signs, by which the two partners carry on a reciprocal communication, and convey indications as to what cards they hold, as well as suggestions of their respective views and wishes. By this means they are enabled to give better support to each other, to calculate more easily the chances of the game, and to anticipate more correctly the effect of any particular play."

It might be supposed that as the partnership was so obvious, the combination of the hands would be a natural consequence (and indeed a distinct notion of it was given by the Crown Coffee-House students), but it was only by the earnest study of the club players and of the Little School, after a century and a quarter's existence of the simple Hoyle game, that the combination principle became fully established and applied.—*William Pole* [*L. A+*], "*Evolution of Whist.*"

Partner's Suit.—The best plain suit in partner's hand; his long suit, which it is desirable to establish; the first plain suit led from by him, in case he plays the long-suit game.

Pass.—When a player makes no effort to take a trick, although able to do so, he is said to pass. To pass a trick is to allow it to go to your adversary.

Patents.—See, "Whist Patents."

Payne, George.—A distinguished English whist-player, who died September 2, 1878, at the age of seventy-five years. Charles Mossop says of him: "No doubt he was a good player in his prime. All the world said so. In our day he was a good player, but not a fine player. We do not think that he was in the first rank, but age had begun to tell before we saw him play. Winning or losing, he was always genial and kind. He was a strong opponent and a good partner."

Payne, William.—The author of the second book on whist ever published. It is thought he was a teacher of mathematics. His work came out in London in 1770, shortly after Hoyle's death, and was entitled, "Maxims for Playing the Game of Whist, with All Necessary Calculations, and the Laws of the Game." Although it appeared anonymously, it was referred to as "Payne's Maxims." Its contents were well arranged. Some of the "maxims" were new, and, in Dr. Pole's opinion, "foreshadowed a more modern phase of game." In the preface Payne says: "The game of whist is so happily compounded betwixt chance and skill that it is generally esteemed the most curious and entertaining of the cards, and is therefore become a favorite pastime to persons of the first consequence, and of the most distinguished abilities. The great variety of hands, and critical cases, arising from such a number of cards, renders the game so nice and difficult that much time and practice has heretofore been necessary to the obtaining a tolerable degree of knowledge in it. The following maxims were begun by way of memorandum for private use, and are published with a design to instruct beginners, to assist the moderate proficient, and, in general, to put the players more upon equality by disclosing the secrets of the game." The "maxims" were incorporated into the so-called "improved" editions of Hoyle, published thereafter.

Payne was the first to do two very important things in his work. He arranged the rules, or maxims, under their proper heads, as "leader," "second hand," "third hand," "leading trumps," etc., and he added to each rule a statement giving his reason or justification.

Peculiarities of Players. — A player may not only have individuality and mannerisms, shown in his way of playing, but he may have deeper rooted peculiarities in the play itself. He may adhere to one system or another, or a combination of both; he may play a system of his own, or abjure all system and play bumblepuppy. These are a few of the peculiarities which it is necessary to become acquainted with as soon as possible in sitting down with such a player for a partner. (See, also, "Mannerisms.")

Nothing is so wearisome and worrying to your partner, and indeed to the whole table, as that eternal pondering over your hand, or partially drawing out several cards before you play.—"*Lieutenant-Colonel B.*" [*L. O.*].

After sitting down at the table, you should infer as quickly as possible in what style of game you are involved, and the peculiarities of your partner and opponents. If watchful, you may help a bad partner to make tricks in spite of himself and his bad play; and a little observation may reveal some method in the madness of an adversary's game. With strangers always begin by playing a very careful and conventionally accurate game, watching for signs of appreciation and reciprocity from them.—*R. F. Foster* [*S. O.*].

"Pembridge."—A pseudonym under which John Petch Hewby,

B. A. Oxon., M. R. C. S., wrote much upon the subject of whist. He was the eldest son of William Hewby, gentleman, of Ripon and York. He was graduated from Worcester College, Oxford, with the degree of B. A., in 1859, and was educated as a surgeon at St. George's Hospital, London, and became a member of the Royal College of Surgeons in 1864. He was a keen and satirical writer, but mixed so much humor with his satire that his essays on whist will long be enjoyed even by those who radically disagree with him in theory. His "Whist, or Bumblepuppy?" brought the latter word into such prominence as a term for bad play that the "Century" and "Standard" dictionaries placed it in their vocabularies, quoting him as their authority, and the future editions of the various dictionaries will all be obliged to recognize the term. The book, published in London, 1880 (two editions), and in Boston in 1883, is as full of humor as its title. It consists of a series of so-called lectures on how *not* to play whist. A revised and enlarged edition appeared in 1895. Another volume, "The Decline and Fall of Whist," published in London in 1884, is also written in a peculiarly bright and attractive vein. Although a firm advocate of the old school of play, and a bitter opponent of the "American leads," "Pembridge" had the admiration and respect of the entire whist world. He died February 1, 1896, of thoracic aneurism, and was sixty-one years of age, as appears from the following memoranda regarding himself which he furnished at the request of *Whist*, and which was published in that journal for March, 1895:

"I was born sixty years ago of stern and puritan parents who had a rooted antipathy to *all* games, and no pack of cards was ever allowed to cross their gloomy threshold; but as the twig is bent the tree is not always inclined, for under these unfavorable circumstances I have played whist pretty regularly for over forty years, and during the last thirty have won—or lost—more than sixty thousand rubbers.

"As a humble member of the school of 'Cam,' 'Mogul,' F. H. Lewis, and Mossop—in addition to 'Whist, or Bumblepuppy?' and 'The Decline and Fall of Whist'—in the *Westminster Papers*, *The Field*, and other periodicals, I have made numerous attempts to leave my footprints on the sands of time. Even if introduced—in defiance of common sense and the Queen's English—as *an extension of principle*, I have been ready to adopt any convention which appeared conducive to trick-making; but firmly believing with Clay, that 'no rules are without an exception' (even the twig and the tree), 'and few more open to exceptional cases than rules for whist,' and with my very old friend 'Cam,' 'that there is no such thing as an absolute *never* or *always*,' I consider it absurd to lay down hard and fast rules embracing all kinds of hands, or to make minute and elaborate regulations for a state of things which may occur once in a blue moon. Good players do not require them; to the duffer they are a mockery, a delusion, and a snare."

If, then, we designate the subject of this sketch as a first-class doubter, we imply nothing of reproach; in the doubts of such thinkers as John Petch Hewby is to be found the confirmation of many truths. Mr. Hewby is by nature a controversialist. He loves a fight, sometimes, perhaps, "not wisely but too well." To this characteristic is largely due his opposition to whist innovations, which

must be of a high order of merit to win his approbation. He is a leading representative of a school of whist critics that would have made life miserable for "Cavendish," if he had not been equally as fond of a row as his critics.—*Whist* [*L. A.*], *March, 1895.*

Many persons will learn with regret of the death of John Petch Hewby, better known as "Pembridge," who wrote "Whist, or Bumblepuppy?" "The Decline and Fall of Whist," and contributed to the *Westminster Papers* some of their best articles on his favorite game. He was a curious combination of bad luck and good play. So unfortunate was he—for periods of five years each, he believed—that he frequented a small club where they played threepenny points; just one-tenth of the popular English stake, which is half-a-crown. He was bitterly opposed to American leads, plain-suit echoes, and all the alleged improvements of "modern" whist.—*R. F. Foster* [*S. O.*], *New York Sun, March 1, 1896.*

Penalty.—A fine or punishment imposed for breaking the laws of whist. The penalties under the English code are severer than those prescribed by the American code. For instance, the penalty for leading out of turn is by the latter code reduced from the double penalty of a call or lead to the single penalty of a lead; and the penalty for a revoke is reduced from three to two tricks to be taken from the revoking players. (See, "American and English Laws.")

No player should purposely incur a penalty because he is willing to pay it, nor should he make a second revoke in order to conceal one previously made.—*Etiquette of Whist* (*American Code*).

Play strictly or not at all, and, if you incur a penalty, pay it with a good grace, and never dream of hinting that any player, keeping strictly within the law, is a sharp practitioner.—*C. Mossop* [*L+O.*], *Westminster Papers, May 1, 1878.*

At the end of law 39, American code: "If the wrong adversary demands a penalty, or a wrong penalty is demanded, none can be enforced." The above is an unwritten law of the English code as far as the wrong penalty is concerned.—*A. W. Drayson* [*L+A+*], "*Whist Laws and Whist Decisions.*"

In all cases where a penalty has been incurred the offender must await the decision of the adversaries. If either of them, with or without his partner's consent, demands a penalty to which they are entitled, such decision is final. If the wrong adversary demands a penalty, or a wrong penalty is demanded, none can be enforced.—*Laws of Whist* (*American Code*), *Section 39.*

There is no greater breach of etiquette than for an adversary to attempt to claim a penalty to which he is not entitled. Such a proceeding must be assumed to be due to ignorance only. The penalty for such an incorrect claim is now very justly decided to be that the original offender is released from all punishment for his offense. To play a game during many years without making one's self acquainted with the laws which govern this game is not an unusual proceeding.—*A. W. Drayson* [*L+A+*], "*Whist Laws and Whist Decisions.*"

Penultimate.—The lowest card but one of a suit; a former name for a conventional lead from a five-card suit, first advocated by "Cavendish," but now superseded by the fourth best (*q. v.*).

"Cavendish," in an interesting article on the origin of American leads (see *Whist*, January, 1894), tells how he first obtained his idea of the penultimate lead by noticing that the old-fashioned players always led either the highest or lowest of their suit. This led him to make several suggestions to the Little Whist School (*q. v.*), and that body decided upon the play whereby from an intermediate sequence of three middling cards the lowest of the sequence, instead of the lowest of the suit, was led. James Clay, to whom the matter was submitted, did not give his approval. Several years later, "Cavendish" renewed the discussion at the County Club, in Albemarle street, and in the course of his experiments he arrived at this point of inquiry: "Where is the lead from intermediate sequences to stop? If the lead is right from ten, nine, eight, or from nine, eight,

seven, is it wrong from eight, seven, six? I finally convinced myself," he says, "that no line could be drawn, and that if the rule of play were to be followed it must include *all* intermediate sequences, by, as I then called it, extension of principle. Next, I got stuck again over the sequence of five, four, three. These being in sequence with the two, ought I to lead the three or the two, as there was no *intermediate* sequence. Talking it over with a friend at the County Club, he said, 'Why, Jones, you show five, anyway, by leading the three.' 'Yes,' I replied, 'and you have helped me to hit it. You ought to lead the penultimate of five, *whether you have an intermediate sequence or not.*' " Clay subsequently gave the lead his adherence, and it came into general use, although not without opposition from the more conservative players.

Trumping with the penultimate.—Many players believe it good policy, when holding four or more trumps, to trump with the lowest but one, in order to show their partner that they can take the force again several times, or to show their original holding, should they or he lead trumps later.—*R. F. Foster* [*S. O.*], "*Whist Tactics.*"

Perception.—In whist, the ability to perceive what is in partner's or the adversaries' hands, from the fall of the cards; the power to draw correct inferences from the play of any given cards. Quick and correct perception, sometimes amounting almost to intuition, is one of the invariable attributes of a player of the first rank.

Perception Problems.—Problems, exercises, or puzzles, intended to test and strengthen the perceptive powers of whist-players. A perception problem consists of a partially exposed and partially played hand or deal, of which the student is required to locate and supply the proper play of the remaining cards, by means of inferences drawn from that portion of the play which is made known; also, to give the reason for his play at every trick. The solving of problems of this kind was first brought into popularity in this country by Charles M. Clay (*q. v.*), of Roxbury, Mass., although earlier examples of "placing cards at whist," as it was called, are not wanting. Proctor, in his "How to Play Whist," reproduces one from the *Westminster Papers*, in part as follows:

B'S HAND.

♠ 10, 9, 6, 5 (trumps).
♡ A, Q, 4, 2.
♣ A, 10, 8.
◇ Q, 6.

The first four tricks are as follows, the underscored card winning the trick, the card below it being the next one led:

Tricks.	A	Y	B	Z
1	♣ 6	♣ J	♣ A	♣ 3
2	♡ 9	♡ 5	♡ 2	♡ 10
3	8 ◇	J ◇	Q ◇	4 ◇
4	J ♠	A ♠	5 ♠	7 ♠

After these four tricks have been played, B is able to place every card, supposing that all the players have followed the usual rules of play.

"What we have said about whist-leads and two general rules, one for second, the other for third player, suffices to give a solution of this problem," remarks the editor of the *Westminster Papers*. "These are, first, that second player, if he has a sequence of two high cards and one small one, plays the lowest of the sequence second hand on a small card led; secondly, that third in hand plays highest if he has any card higher than (and not in se-

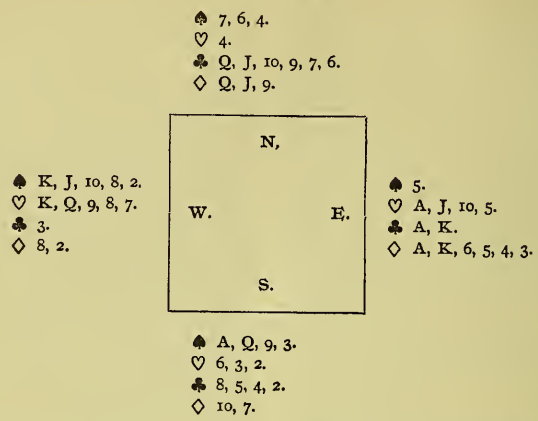
quence with) his partner's lead, and no sound finesse open to him, but otherwise plays his lowest." Proctor points out that Z might hold the heart king from anything that appears from the fourth round. In general, the problem is not to be compared with those of Charles M. Clay.

Mr. Clay first began contributing perception problems to *Whist*, beginning with the November, 1893, issue. The hand was one actually dealt, and after four tricks had been played Mr. Clay was able to read all the hands of the players, and after the fifth trick he practically placed all the cards. In response to the publication of the problem, forty answers were received, but only one correct one, that of C. Hatch, of Norwalk, Conn., who succeeded in naming every card. (See *Whist*, February, 1894). Mr. Clay believes that the study of perception problems is of more value to the average player than dummy problems, and makes frequent use of them in assisting friends to a better knowledge of whist. His published contributions illustrate every important phase of actual whist play. Being a master in constructing problems of this kind, it is but natural that he should be an adept at solving them; and this fact was demonstrated in the whist match by correspondence (*q. v.*) instituted by R. F. Foster. At the suggestion of H. S. Stevens, of the University Club, Chicago, a prize was offered to the player who would be able to correctly place the most cards, after the completion of the ninth trick, in the hands played in the match. Mr. Stevens was not aware that among the players was the leading whist perceptionist in the world. As might have been expected, Mr. Clay found this little addition to the tourney very enjoyable. He correctly placed 237 cards out of 324, giving both suit and size exactly, and his reasons. He also correctly placed seventy suit cards, in thirty of which he was unable to give the exact size, and in forty of which he stated the wrong size. Only seventeen out of the 324 cards were misplaced by him, and in only two instances did he misplace the command. That this was a remarkable performance may further be judged from the fact that some eighty-odd false cards were played in the first nine rounds of the twenty-eight hands. Dr. Richard Lennox, of Brooklyn, came next in the contest, placing 62 per cent.; E. C. Howell, third, with 56 per cent.; H. B. French, of Philadelphia, fourth, with 52 per cent.; and George Tatnall, of Wilmington, Del., fifth, with 51 per cent.

In response to a request to point out what he considers his best two problems, Mr. Clay informs us that one of the best, although not the very best in his estimation, appeared originally in *Whist* for October–November, 1896. We give it herewith, as a representative of its kind:

"At the American Whist Club, of Boston," says Mr. Clay, "the inclosed hand at whist was played. When east led five of spades at trick five, south exclaimed, 'I can read and place all the rest of the cards, substantially!' Upon this being doubted, the play was stopped, and south wrote down his reading of the hands, which proved to be correct. I send it as an interesting case of whist perception in actual play. South was well aware that east's play could be interpreted in different ways, but that makes it all the more interesting, perhaps, to determine the correct one."

THE HANDS.



Trump turned, four of hearts; east to lead.

Tricks.	North.	East.	South.	West.
1	9 ◇	A ◇	7 ◇	8 ◇
2	J ◇	K ◇	10 ◇	2 ◇
3	♣ 6	♣ A	♣ 2	♣ 3
4	♣ 7	♣ K	♣ 4	8 ♠
5		5 ♠		

Score: N-S., 1; E-W, 12.

Inferences and analysis by Mr. Clay:

Trick 2.—The six, five, four, and three of diamonds are with east. The queen is yet doubtful between west and north. West has called for trumps.

Trick 4.—West has not queen of diamonds, or he would have discarded it instead of eight of spades, because, if he holds it, neither north nor south has another diamond, and it would surely block east's suit. Hence, west held originally ten hearts and spades, both of which must have been strong suits to justify his original call when so weak in diamonds and clubs. He probably held five trumps, with at least two honors, and five spades. In this case the spades must be king, jack, ten, eight, and one more small.

Trick 5.—Why did not east lead trumps to his partner's call? Either (1) because he had none, or (2) because he was so strong.

Let us examine each in detail: If he had none, his hand must have been six diamonds, five or six clubs, and two or one spades.

In this case, north has four or five trumps with one or two honors. But if east had held this hand, he would have known that they had commanding strength in all the suits, and certainly would not have led out both ace and king of clubs, but would have led spades at trick four to put his partner in. But the ace, followed by the king, is sometimes led to show no more. Assuming this, east must have held six

diamonds, two clubs, four hearts, and one spade. The probabilities are decidedly in favor of the latter reading.

East, then, can trump spades and clubs, and sees that west can trump diamonds and clubs, hence he disregards west's signal and plays for a double-ruff.

But to justify him in not trying trumps once, both his trumps and west's must be high ones, to prevent overtrumping in diamonds and spades.

Therefore, north holds one small heart, queen of diamonds, queen, jack, ten, nine of clubs, and three small spades.

My only chance to win a trick is with the ace of spades, hence I must play it on east's five.

In addition to the above, Mr. Clay sends us what he considers his very best problem. Each different in its way, the two illustrate the subject of whist perception in a most admirable manner:

SOUTH'S HAND.

♠ K, J, 10.
♡ Q, 2.
♣ A, K, 8, 4, 2.
◇ 10, 9, 8.

The ace of spades is turned by north, and east leads. The underscored card wins the trick and the one under it is led next:

Tricks.	North.	East.	South.	West.
1	2 ◇	♣ Q	♣ K	♣ 5
2	♡ 6	♣ 9	♣ A	♣ 6
3	2 ♠	♣ 10	♣ 4	♣ 7
4	♡ 7	♡ 10	♡ Q	♡ K
5	K ◇	6 ◇	8 ◇	J ◇
6	8 ♠	6 ♠	10 ♠	3 ♠

South's hand and the play of the first six tricks are given, and the problem is to read as many cards as possible, and play for north and south to make the most possible out of the hands.

Mr. Clay has kindly written out and fully annoted the play and solution for us, as follows:

Trick 1.—East has left jack, ten, with one or more low clubs. The three is with either east or west; if west has it, he is either calling for trumps or unblocking. North's suit is hearts.

Trick 2.—What shall south play at trick two? Ordinarily he would lead heart queen to his partner's declared suit, and, as the cards lie, this would be the best play here. But he reasons as follows: "North's discard of diamond two shows that he is not strong enough to signal for trumps. Had he been unwilling to be forced, he would probably have discarded a higher card. He certainly would have discarded to show four trumps, if he held them, and the make-up of his hand would allow. Had it been my original lead, I should consider it better to go on with clubs and give north another discard than to lead queen of hearts to a suit and hand as yet unknown.

"However the hand be played, east must be left with two winning clubs, which can be killed only by north's trumps.

"Only in the remote contingency of our taking nearly all the tricks in all the other suits can this be prevented, and the diamonds are apparently against us." South, therefore, goes on with club ace.

East has left jack, ten of clubs, and west the seven, three. North can hardly be out of diamonds, as well as of clubs. He has, then, a high diamond which he does not wish to unguard, or ace which he does not wish to blank, hence does not discard another diamond. East has no suit of more than four.

Trick 3.—North, missing both three and two of clubs, we can place that suit exactly. He has not more than three trumps left.

Trick 4.—East has either jack heart and one low, or jack alone, or no more. North's suit is probably ace, nine, eight, seven, and he held originally five hearts. Therefore he must have held originally either three or four trumps, and either five or four diamonds. The five, four, three of diamonds lie, one with east and two with west.

Trick 5.—West's jack of diamonds is a short lead, hence north has the ace, and he held four originally, or his diamond suit would have been better than his heart, and he would have discarded hearts first. East has queen, seven of diamonds. Of the five, four, three, north has one and east two. This gives north exactly four trumps.

Trick 6.—As each player holds five cards of plain suits, two trumps are to be given to each. North turned the ace, and his other is higher than the eight. East's six is his lowest, and the five and four are with west. If east had held the *fourchette* of nine, seven, six, he would have played the nine on north's eight. So he has queen, seven, and north has ace, nine. The cards are now all placed.

Trick 7.—South sees that to make the most of his and his partner's trumps, north must have a chance to ruff and lead trumps through east. A club lead will give this opportunity, and establish south's thirteenth. On the sixth trick, west could not cover south's ten of trumps, so north knows that three honors lie between south and east; and if east had held king, or two honors, he would not have played the six with the ace turned to his right. Even if he cannot read the tenace in south's hand, north can see that south wants trumps led through east. He further reasons that, if he reads south correctly, the *strongest* hand that can be held against him is queen, seven of spades; queen, seven of diamonds; jack of clubs, and jack and one low heart, by east. And, even if all this strength is with east, the *weakest* hand that south can hold is king, jack of spades, two of clubs, ten, nine of diamonds, and one low heart. Granting this worst possible situation, they can win every other trick if he trumps with the ace of spades, and then puts south in with the nine, that he may draw east's last trump and force a discard with the two of clubs.

Trick 8.—North leads ace of diamonds, to leave east's queen unguarded, if he has it, foreseeing the forced discard on south's two of clubs. If south has the queen, north's play cannot lose, for he can read seven of diamonds, at least, with east. Should south have only one small heart it would be dangerous to draw it, and prevent his leading that suit later.

Trick 11.—East must now either discard queen of diamonds or unguard jack of hearts. Whichever way he plays south plays accordingly, and north and south win every other trick. Summary of the last half of the play:

Tricks.	North.	East.	South.	West.
7	A ♠	♣ J	♣ 8	♣ 3
8	A ◇	7 ◇	9 ◇	3 ◇
9	9 ♠	7 ♠	J ♠	4 ♠
10	5 ◇	Q ♠	K ♠	5 ♠
11	♡ 8	Q ◇	♣ 2	4 ◇
12	♡ 9	♡ 4	10 ◇	♡ 3
13	♡ A	♡ J	♡ 2	♡ 5

Score: N-S, 12; E-W, 1.

Mr. Clay having led the way, the construction of whist perception problems, as well as their solution, became popular. Among those who contributed such problems to *Whist* during 1894, 1895, and 1896, we find the names of C. B. Witherle, of St. Paul, Minn.; Perry Trumbull, of Chicago; H. E. Greene, of Crawfordsville, Ind.; E. H. Hooker, of Milwaukee; and C. D. P. Hamilton, of Easton, Pa. Among the prize-winners in solving them were: E. C. Howell, C. M. Clay, W. C. Coe, of Chicago; J. E. Russell, Jr., of Greenwich, Conn.; James S. Peckham, of Newport, R. I.; W. E. Hickox, of Newtonville, Mass.; and James A. Hutchison, of Brockville, Canada.

Mr. Witherle contributed two problems, and his second one (appearing in *Whist* for July, 1894) won the admiration of experts everywhere, as the finest example of its kind yet produced. It was as follows:

SOUTH'S HAND.

♠ 10.
♡ 10.
♣ A, J, 9, 8, 2.
◇ J, 10, 9, 8, 7, 3.

Trump: Jack of clubs, turned by south. Partial play of the deal was as follows, west leading. The underscored card takes the trick; card under it is led next:

Tricks.	North.	East.	South.	West.
1	A ◇	♣ 4	7 ◇	K ◇
2	♡ 2	♡ 4	♡ 10	♡ 7
3	♣ K	♣ 5	♣ 8	♣ 3
4	♣ 10	♣ 6	♣ 2	♡ 8
5	♡ 3	♡ 6		

Required—Inferences, and play of the remaining cards.

In determining the best answer, the first point of judging merit will be the naming of the cards correctly as actually distributed in the deal, or the nearest approach thereto. The second point of merit will be the best notes of the play.

That the nut was a hard one to crack may be inferred from some of the letters received and published in the succeeding number of *Whist*. Said one aggrieved correspondent: "This is called 'whist perception,' and yet it is impossible to locate the spade suit, except by mere guesswork. We are given the location of the ten-spot in the hand of south, but no play of the suit in the tricks exposed. Now, whilst it is easy to place the *number* of the suit held in each of the three unknown hands, it is impossible to name the *value* of the cards held by each. Would it not be just as sensible to offer a prize for the nearest guess at the number of seeds in a pumpkin? What sort of perception is required in a guessing contest?" There was a great surprise in store for "R. L. M." when the correct answer was published, and he found that all the important cards necessary to the best play of the deal by north and south could in fact be located by good whist perception. Another correspondent wished to know whether it was necessary to take American leads as a guide in solving the problem. He was informed that "a problem based on the simplest principles of American leads would not engage the attention of our best analysts. In order to prove interesting, there must be grounds for radical departure from what at first sight might appear the natural order of play. The leads are only one factor in the game of whist; the drop of the cards, whether indicating good or bad play, is a great factor, and there are many other features to tax the vigilance of the student. To succeed he must examine every consideration, and then draw the most rational conclusions." It was also intimated that the only way that south can read north's hand,

in the problem, is by knowing or assuming that north has read south's hand. Another great feature (not mentioned in the analysis) is that south trumps at trick five, in order to get rid of what would prove a superfluous trump and finally lose a trick.

Out of twenty-two answers received in all, only three were correct. These were sent in by John H. Briggs, of St. Paul, Minn.; William Hudson, of the same city; and C. Hatch, of Norwalk, Conn. The latter was awarded the prize, and *Whist*, in giving his solution, commented as follows upon the problem: "This is without exception the finest perception problem that we have ever seen, and was given our readers to illustrate what can be accomplished when there is perfect confidence between partners. Most players, when partner makes an unusual play, are too apt to immediately jump at the conclusion that he is making a mistake. In this case south gave north credit for having a reason for his unusual play; he stopped to infer what that reason might be, and came to the conclusion that such a play on north's part would only be justified by his having the entire command of spades and hearts. He therefore willingly abandoned his own game and played for partner. The result is a remarkably well-played hand." Charles M. Clay paid this tribute to the problem, before the solution was made known: "I consider it the finest problem I have ever seen. Its unusual merit consists, it seems to me, not merely in reading the cards, but in making north and south read each other's plans and strategy. It is whist of the very highest order, and requires a master of the game alike for its conception and its solution. I shall watch with much interest to see how many solve it correctly."

Mr. Hatch's solution follows:

Tricks.	North.	East.	South.	West.
5			♣ 9	♡ 5
6	J ♠	3 ♠	10 ♠	2 ♠
7	A ♠	5 ♠	3 ◇	4 ♠
8	K ♠	7 ♠	8 ◇	6 ♠
9	Q ♠	9 ♠	9 ◇	8 ♠
10	♡ A	♡ J	10 ◇	♡ 9
11	♡ K	♡ Q	J ◇	2 ◇
12	5 ◇	♣ 7	♣ J	6 ◇
13	4 ◇	♣ Q	♣ A	Q ◇

Score: N–S, 12; E–W, 1.

Trick 1.—West begins the play with the king of diamonds, showing queen and two below it. North reads jack, ten, nine, eight, and one smaller than the seven of diamonds with south, and notes his call for trumps. South locates two small diamonds with north.

Trick 2.—East opens his hand with the four of hearts, and is evidently not very strong in the suit. South plays the ten, west the seven, north the deuce. South credits north with strength in both the heart and spade suits, and notes that he does not "echo" to his "call." He infers from west's drop of the seven that he is unblocking.

Trick 3.—South leads his fourth-best trump, the eight of clubs; west drops the three, north the king, and east the five. The deuce of clubs is marked with south.

Trick 4.—North returns the ten of trumps; east drops the six, south the deuce, and west discards the eight of hearts. The queen and seven of clubs are marked in east's hand, and the nine and a small heart with west. West must have two hearts remaining, for it would be bad play to retain but one when it is evident to him that, with his

weak hand, he must play for his partner's, and that it will require at least another round to clear it. West is marked with four spades. South perceives that if north has the three of hearts he can read every player's holdings in that suit, and also determine the number of spades held by each.

Trick 5.—North leads the three of hearts, east plays the six. The lead of the three of hearts is very informatory to south. It reveals the fact that north has located all the hearts, that east and west have each four spades, south but one, and no heart.

Now, what interpretation should south put on the evident intention of north to force him at this stage of the game? Does not north say: "Partner, abandon any attempt to bring in diamonds; play my game; accept the force; lead a spade, which must be my suit, and I will assume the responsibility for the result."

No other reasoning can justify to south his partner's radical departure from south's original scheme of bringing in his own suit.

Acting on this conclusion, south leads a spade, after trumping the heart, and finds that his partner holds the ace, king, queen, jack, and the ace, king of hearts. The subsequent play is simple. North wins the trick with the jack of spades, and leads successively the ace, king, queen, and the ace and king of hearts, upon which south discards all his diamonds, leaving him at the twelfth trick with the ace-jack tenace over east's queen and seven of clubs, and north and south win all the tricks but one.

Permanent Trump.—See, "Declared Trump," and "National Trump."

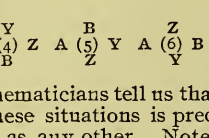
Permutation.—In mathematics, the arrangement of things in every possible order. Permutation has been found useful in whist analysis, in determining the value of certain hands or play. In *Whist* for March, 1897, a writer who signs himself "D. R. W." advocates permutation as a means of settling such questions. He says:

"The careful and conscientious play of open hands, preferably under the supervision of advocates of each side of a controversy, is far more valuable than competitive play or *ex cathedra* opinions. There are many reasons why this paradoxical fact is true. The principal reason is that the margin of gain or loss arising from disputed modes of play is very much smaller than the range in the score due to what Drayson calls 'clerical errors,' and unskillful end play.

"Speaking broadly, the main elements that affect the score of any given hand are the relative distributions of trump strength, plain-suit strength, and tenace strength. If an experimenter systematically alters the positions of three hands of a given deal, so as to distribute these elements in as many different ways as possible with regard to the remaining hand, results derived from that deal are far more reliable, more truly typical of an infinite number of deals, than results derived from the same number of experiments made at random.

"Let A be the hand of the original leader, in an experimental deal, and let Y, B, and Z represent the other three hands. These three hands can occupy six, and only six, positions with relation to one another and to the hand of the original leader. This scheme of six positions or permutations was given in the December number of

Whist, and is here repeated for convenience:



"Mathematicians tell us that any one of these situations is precisely as likely as any other. Note that the three non-leading hands rotate in the direction of the hands of a watch, up to the fourth permutation, when A's adversaries exchange hands, and the rotation takes place as before. Observing this facilitates the use of the method.

"Suppose two whist books are to be compared. The investigator 'crams' on the two books till he feels competent to play each system, emphasizing in his mind the points of difference between the authors. He deals a pack of cards into four open hands, makes A and his partner play first one system and then the other, carefully and conscientiously, according to the development, the adversaries alternating with the rival system. He records the tricks gained by A and his partner under each system, rotates the three non-leading hands into the position indicated by the second permutation above, plays the hands twice as before, and so on, until the twelve trials are completed. These experiments are to be repeated with other shufflings until one system of play shows itself a sure gainer. Permutational trials would ordinarily be convincing, whereas the same number or a much larger number of unsystematic trials would be merely persuasive at best. At any crucial point where two modes of play require a different card to be played, from any given hand, the greater efficacy of one card over the other is usually made too prominent, or not prominent enough, by reason of some accidental peculiarity of strength or weakness in the hand of partner or adversary. When the hands of partner and adversaries are made to occupy all possible relations to one another, the difficulty is minimized.

"The twelve trials necessary to 'permute' an ordinary hand take about two hours. Permutation is a practical arbitrator of great value, and will solve almost any disputed point of play, not only in whist, but also in any other scientific card game."

Commenting on the above, R. F. Foster, the well-known whist expert and author, makes the following discouraging comments: "In his suggestions for permuting whist hands, in order to analyze them, 'D. R. W.' entirely overlooks a very important factor in the result, the turn-up trump. There is nothing new about his idea, as he will find if he will turn to page 120 of my 'Whist Strategy,' in which I give the result of my permutation of the forty illustrative hands in 'Cavendish.' That was done in 1889, eight years ago. I have since found such permutation of no use for general purposes, because it brings about positions which are not in accord with mathematical expectation. If it were the dealer's hand that remained untouched, and the three others that were permuted, there might be something in it; but your correspondent overlooks the fact that the moment he deprives the dealer of his turn-up trump, or, what amounts to the same thing, gives his entire hand to some other player, he upsets all the conditions governing the original lead.

Teachers of Whist.

Mrs. Lillian C. Neal. Mrs. Wm. Henry Newbold.

Mrs. T. H. Andrews.

Mrs Geo de B. Keim. Miss Frances S. Dallam.

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"It is well-known that the average distribution of the trumps is 3.060 for each of the non-dealers, and 3.820 for the dealer. But if the hands are permuted, the original leader, A, instead of having to consider the advisability of leading up to a player that will hold an average of 3.820 trumps will be leading up to an average of 3.166 only, if the dealer's hand is given to B and Y two-thirds of the time."

To this "D. R. W." issues a rejoinder in *Whist* (July, 1897), in which he disclaims that his idea was intended to be advanced as new, and then proceeds to maintain his position as follows: "It is easy to test two whist books, or two rival modes of play, and allow for the turning of a trump. This allowance is a special application of the method, and is made by merely calling A the dealer instead of the original leader, letting him retain the dealer's hand and the turn-up during the experiment, and always leading originally from the hand at A's left. * * * The committee on system of play are respectfully assured that there is more in it than in competitive play, 'jawbone,' and guess combined, if the experiments be jointly made by advocates of two substantially different systems of play, before a fair-minded referee."

Personal Skill.—See, "Skill."

Peter.—See, "Trump Signal."

Peterborough, Lord.—A famous gamester, whose losses at whist, on a certain night in the year 1810, or thereabouts, are popularly said to have given rise to short whist. The incident occurred in one of the fashionable English clubs. Lord Peterborough had suffered bad luck and lost a large sum of money. The hour was late, but in order to give the loser an opportunity to recoup himself (or, perhaps, to lose still quicker), it was proposed to cut the game down from ten to five points. The result was so gratifying, although we are not informed to which side, that short whist was born then and there, and soon spread with amazing rapidity.

We are not informed how Lord Peterborough personally was pleased with the new game, since, because of the dimidiating process, he might have been deprived of his guineas more speedily than before; but it matters not. So that money changed hands rapidly, the Englishmen were delighted.—*G. W. Pettes* [*L. A. P.*], "*American Whist Illustrated.*"

Pettes, George W.—The leader of what was by him named the "American" school of whist, which had many followers up to the time when Trist and "Cavendish" introduced American leads, whereupon the "Cavendish" school became the American school of play. Mr. Pettes himself accepted the American leads, but insisted upon retaining certain modifications peculiar to himself, as follows: Leading the ace also from ace, queen, ten, nine, and from ace, jack, ten, nine; leading queen from queen, jack, and two below the seven, and from queen, jack, nine, and two or more; leading jack from jack, ten, nine, and one or more, and from jack, ten, and two small; leading the ten from ace, king, queen, jack, ten; from king, queen, jack, ten, and one or more, and from king, jack, ten, and one or more; treating the nine as a high card, and leading it from king, jack, nine, with or without others (excepting ace and queen). All of these have since fallen into disuse.

George William Pettes was born in Providence, R. I., August 8,

1821, and was the only son of Dr. Joseph Bass and Susan (Lawrence) Pettes. Under the instruction of Principal Hartshorn, head of one of the noted schools of the city, he was fitted for Brown University, which he entered two years in advance of his class. About this time a temporary trouble with his eyesight obliged him to relinquish his studies, but the cultivation of his inherited literary tastes and gifts did not end with his college days. He entered business life for a time, but not finding it congenial he applied himself to literature and journalism. He was at different times connected, editorially and otherwise, with the Boston dailies, and was also a frequent contributor to other journals in New England and the West. His first engagement was with the *Daily Bee*, a leading paper of Boston at that time, and he served as its editor for a number of years. At the age of forty he had attained considerable celebrity, and entered the lecture field. He was considered a graceful poet and pleasant speaker. In 1878 he was back at newspaper work, as an editorial writer on the staff of the Boston *Daily Advertiser*. On retiring from that paper he resumed the quiet literary life for which he so much longed, and continued his favorite study of whist. As a result he published in October, 1880, the first original book on whist written by an American author. It was called "American Whist," and eight editions of it, all told, of various sizes, have been issued. His next work, "Whist Universal," appeared in August, 1887, and ran through four editions. Then came "American Whist Illustrated," in 1890, of which ten editions have been published. Of "Whist in Diagrams," which appeared in 1891, we are informed, but one edition was sold. As can readily be seen from the above enumeration, Mr. Pettes, by means of his books, exerted a widespread influence on the game in this country, and this was supplemented by his writings in the daily press, in which he was the first to establish a regular whist department. He edited such departments in the Boston *Herald*, Boston *Transcript*, and Chicago *Inter-Ocean*. He did not sign his full name to his articles, nor in his books, using his initials, "G. W. P.," which thus became a sort of *nom de plume*.

Although standing on high ground and maintaining views considered rather arbitrary by many of his critics, Mr. Pettes was, personally, a genial, large-hearted, and companionable man. His death occurred suddenly on March 18, 1892, and was due to heart disease. His last article on whist, written for the Chicago *Inter-Ocean*, was received at the office of that paper a few hours before the telegraphic announcement of his decease.

Whether discussing financial topics or his favorite pastime, whist, he was always interesting. He was best known for his intelligent and judicious discussion of this noblest of all games. Whist is suggestive of English drawing-rooms, and for a long time the authorities of the game were English. The idea of a distinctively American whist would have been scouted and sneered at, much as Sydney Smith sneered at American books. But within a few years there has not only come to be an American whist, but it has gradually arrived at the honor of being conceded by the best whist-players of Europe, as well as our own country, to be a decided improvement upon any other. No man in America did more to make whist popular than the late George W. Pettes. —*Chicago Inter-Ocean, March, 1892.*

Mr. Pettes was the most voluminous writer on the game, and largely caused the popularity it now enjoys. Possessed of wonderful diction, his writings sparkle with the brilliance of genius and force applause, while riveting the attention of thinking minds. He was a vigorous controversialist, with an ability to give and

take hard knocks that, provoking the admiration of those who differed with him, endeared him to his friends. * * * However defective his methods may have been, he believed he was right, and, believing so, defended his position with all the vigor of a master mind. A thinker himself, his incisive logic, ready wit, and pungent sarcasm stimulated to thought, all the more when he could not convince; and for this American whist men owe him an undying debt of gratitude.—*Cassius M. Paine* [*L. A.*], *Whist, April, 1892.*

He was devoted to the game in all of the higher resources it contains, and would admit no middle ground, no trifling with or perversion of its resources for mere careless pastime. He was inflexible in this regard, and in his views of the proper whist system, and, in many cases, he estranged clubs and players through his unbending will upon points at issue. But in all regards he was sincere in his views, and at all times prepared to maintain them. His system is logical and defensible, but it is considered unnecessarily detailed, too minutely elaborated, and therefore unnecessarily intricate, by the body of better rank players. Mr. Pettes was himself a strong player, but a stronger whist analyst. His analyses of exceptional hands and plays, or in fact of any whist play, coup, or situation, were masterly and very rarely at fault, even when there was partisan controversy. * * * His strong personality and positiveness marked all of his current writings, and he neither favored friend nor feared opponent, and he was ready at all times to do battle for his favorite theories. His very antagonisms have done a great deal to build up and unify whist interests through the discussions they have aroused. * * * In his personal relations Mr. Pettes was very genial and companionable. He spent a week here in the summer of 1890 at Paxinosa Inn, and the whist played there between him and his partner, George W. Parker, and the Easton players is a matter of record. There were frequent sittings, too, before and afterwards, between them in Boston. The relations between Mr. Pettes and the Easton players were always cordial, and their meetings were looked forward to with mutual pleasure.—*C. S. Boutcher* [*L. A.*], *Easton Free Press, March 19, 1892.*

It is very much to be regretted that so able a writer as Mr. Pettes should have started out with a false principle, and should have spent ten years and four volumes building upon a bad foundation. His theory of whist was that the mere winning or losing of the tricks was quite unimportant, and that the manner in which the cards were played, the information conveyed by their fall, and the ability of a player to distinguish the position of the trey from the location of the deuce, went to make up the highest order of whist. Winning or losing had nothing to do with it; yet his universal penalty for any infraction of the rules was the loss of a point. A careful study of his published works, and the whist column he edited for two years in the Boston *Herald*, forces one to the conclusion that Mr. Pettes was one of the most self-deceived men that ever took up the pen as a writer on the game. He was a worshiper of Deschapelles, and published hands alleged to have been played by him in which the French master was made to use American leads, although he died forty years before they were invented. He was a great admirer of Trist, but, strange to say, bitterly opposed to "Cavendish." His whist gods were number-showing leads, plain-suit echoes, unblocking, fantastic finesses, and extraordinary coups and underplays. No better indication of his whist views can be given than the fact that he did everything in his power to discourage duplicate, because that form of the game was based on the principle that with equal cards the winners of the most tricks were considered the better players. This Pettes would never admit. He insisted that two men might play their cards so beautifully as to stamp them as whist geniuses of the highest order, and yet lose twenty or thirty tricks in forty-eight hands. He claimed the only test of whist ability was to submit the recorded play to an expert for judgment, and he naively added that he was the only person living capable of rendering such judgment. And let it be said to his credit that he preached what he practiced, for during the entire existence of the Deschapelles Club, which he organized in Boston, and of which he was the leading spirit, he always had the lowest score, although he played the best whist.—*R. F. Foster* [*S. O.*], *Monthly Illustrator, 1897.*

Phenomenal Hands.—When we remember that there is one chance out of 158,750,000,000 that the dealer may hold thirteen trumps in a hand at whist, and that the chance of each of the other three players also holding thirteen cards of a suit is much more remote, the following certificate becomes a most interesting document:

BROOKLYN, June 25, 1894.

This is to certify that in a game of whist played between the four gentlemen below named, at the Montauk Club, of Brooklyn,

on Monday evening, June 25, 1894, Mr. Anderson dealt the cards from a well-shuffled pack, turned the trey of spades, dealt Mr. Young thirteen hearts, Mr. Lyles thirteen clubs, Mr. Hodenpyl thirteen diamonds, and himself twelve spades.

[Signed] THEODORE D. ANDERSON,
JAMES E. YOUNG,
J. H. LYLES,
A. J. G. HODENPYL.

Witnesses: J. M. Rider, W. Stratton, M. D., W. P. Callaghan, George A. LaVie.

It is asserted that a hand of this kind was also dealt at the United Service Club, at Calcutta, India, in January (some accounts have it February), 1888. Those at the table were Mr. Justice Norris and three physicians, and the occurrence was duly vouched for by all present.

W. P. Courtney, in his "English Whist and Whist-Players," tells of a Mrs. Sperme, an English lady, residing at Naples, who dealt herself thirteen trumps, and was terror-stricken lest she should be accused of cheating. Another instance of thirteen trumps being dealt was recorded in *Bell's Life*, London, during February, 1863. Still another in the *Westminster Papers* for December, 1873.

Phenomenal hands at whist are not confined to the above kind, however. Some are extraordinary for their poorness, and in order to see just how far luck runs that way, *Whist*, in November, 1892, offered a prize of twenty-five dollars to the person having, during actual play, been dealt the lowest possible hand, or Yarborough. By this was understood the lowest four cards of one suit, and the lowest three cards of each of the other suits. The offer of the prize held good for a year, but no one was able to lay claim to it.

J. J. Shea, of Council Bluffs, Iowa, in *Whist* for November, 1897, gives the following as an illustration of the doctrine of chance: "Twelve deals were had, the cards regularly shuffled, cut and dealt; the turned trump in eight hands was the deuce of hearts, and in the ninth the three of the same suit. The gentlemen present were Messrs. Binkley and Wilbur, of the Omaha Club, and Waterman and the writer, of the Council Bluffs Club." He further declares that, at the Omaha Club, on Wednesday evening, September 29, 1897, a hand was dealt in which each player held a complete sequence from ace to deuce, in the four suits. North dealt and turned the three of diamonds. The distribution, which is so very remarkable that it almost seems pre-arranged, was as follows:

WEST.	NORTH.
♠ 3, 7, J.	♠ 4, 8, Q.
♡ 4, 8, Q.	♡ A, K, 9, 5.
♣ A, K, 9, 5.	♣ 2, 6, 10.
◇ 2, 6, 10.	◇ 3, 7, J.
EAST.	**SOUTH.**
♠ A, K, 9, 5.	♠ 2, 6, 10.
♡ 2, 6, 10.	♡ 3, 7, J.
♣ 3, 7, J.	♣ 4, 8, Q.
◇ 4, 8, Q.	◇ A, K, 9, 5.

At the Union Club of Boulogne, France, some years ago, the dealer dealt the twenty-six red cards to himself and partner, and all the black cards to their opponents.

N. B. Trist stated, in 1895, that Mrs. John B. Donally, of New Orleans, had performed the rare feat of taking all thirteen tricks of a deal with her own hand, in a game played in that city. This is most remarkable, as it is seldom that a slam is made without some help from partner.

W. P. Courtney relates that, upon one occasion, his partner, at the Reform Club, London, held but one trump each time in three hands in succession, and each time the

trump was a nine. (See, also, "Duke of Cumberland's Famous Hand," "Vienna Coup," and "Yarborough.")

Among the numerous letters which I receive about whist, instances of unusual distribution of cards are not infrequent; as, for example, that A dealt himself thirteen trumps; or had three consecutive hands without a trump; or that B and C had all the trumps between them. These letters are generally accompanied by a permission to publish the facts (which are well authenticated), or by the question whether such a case ever happened before, and sometimes by a request to calculate the odds against such an occurrence. The obvious reply is that one named hand or combination is no more improbable than another, and that curious hands, which illustrate no principle of play, are not worth the trouble of calculating.—"*Cavendish*" [*L. A.*], "*Card-Table Talk.*"

Philadelphia Cup.—A massive silver loving-cup presented to the Woman's Whist League by Mrs. John Price Wetherill, of Philadelphia. It is the championship pair trophy of the League, to be competed for at each annual congress, and under the rules it becomes the permanent property of any pair of League players who win it three times. It was offered for competition at the first congress, in Philadelphia, April, 1897, and was at that time won by Mrs. Bradt and Mrs. Richardson, of the Cavendish Club, of Boston.

Philosophical Game.—A term first applied to whist by William Pole, in his "Philosophy of Whist;" the modern scientific game (*q. v.*).

"Piano Hand."—A hand at whist which is easily played and likely, in a duplicate match, to produce the same score at each table; a hand which presents no opportunities for exceptional or brilliant play, but runs its course smoothly to the end.

At this style of game [supporting-card leads] "piano hands"—another name for excessive dulluess and waste of time—are much less numerous than under the long-suit routine.—*E. C. Howell* [*S. H.*], "*Whist Openings.*"

"Pickwick" at Whist.—It was "sick whist" (to quote Charles Lamb's phrase) which the immortal *Mr. Pickwick* played at Dingley Dell, with old *Mrs. Wardle* for his partner (see, "Old-Fashioned Whist-Party"); but it was a very different kind of whist that he experienced at the hands of *Lady Snuphanuph*, *Mrs. Colonel Wugsby*, and *Miss Bolo*, "three thorough-paced female card-players," who engaged him in a rubber in the assembly rooms at Bath. They were so desperately sharp that they quite frightened him. If he played a wrong card, *Miss Bolo* looked a small armory of daggers. If he stopped to consider which was the right one, *Lady Snuphanuph* would throw herself back in her chair and smile, with a mingled glance of impatience and pity, to *Mrs. Colonel Wugsby*, at which *Mrs. Colonel Wugsby* would shrug up her shoulders and cough, as much as to say she wondered whether he would ever begin. Then at the end of every hand *Miss Bolo* would inquire, with a dismal countenance and a reproachful sigh, why *Mr. Pickwick* had not returned that diamond, or led the club, or roughed the spade, or finessed the heart, or led through the honor, or brought out the ace, or played up to the king.

In reply to all these grave questions the harassed *Pickwick* could find no adequate explanation. The incidents of the game had vanished from his mind, and he was all at sea. Some of the company came over and looked over his hands, and their observations only made matters worse.

The cards went against him. He played badly, "and when they left off, at ten minutes past eleven, *Miss Bolo* rose from the table considerably agitated, and went straight home in a flood of tears and a sedan-chair." *Mr. Pickwick* retired to his hotel, and "soothed his feelings with something hot."

"Piping at Whist."—A dishonest practice at whist which was in vogue in the early history of the game, when it was a tavern game. Seymour describes it as follows, in 1734: "By piping I mean when one of the company that does not play (which frequently happens) sits down in a convenient place to smoke a pipe, and so look on, pretending to amuse himself that way. Now the disposing of his fingers on the pipe, while smoking, discovers the principal cards that are in the person's hands he overlooks."

There is no sounder principle going than that it is generally desirable to acquaint your partner with the state of your hand, but it neither follows that you should place it face upwards on the table, nor avail yourself of those extensions known to Hoyle as "piping at whist."—"*Pembridge*" [*L+O.*], "*Decline and Fall of Whist.*"

Pitt Coup.—A coup by means of which a player places himself in a position to lead through the left-hand adversary in a suit in which his partner holds a major tenace over a minor tenace in the hand of the left-hand adversary. It has been named the Pitt coup under a curious misapprehension. The situation was first used as an illustration of play, by Mathews, in his "Advice to the Young Whist Player." An anonymous French writer borrowed it in 1855, and designated the players as Pitt and Burke, partners, against Fox and Sheridan, instead of the A–C, B–D used by Mathews. Abraham Hayward, in his article on "Whist and Whist-Players," quoted from the Frenchman, retaining the latter's nomenclature, and from Hayward the coup found its way again into the *Westminster Papers*, Foster's "Whist Strategy," etc. It will thus be seen that Pitt had nothing whatever to do with the play. The position of the hands, after the ninth trick, was this (hearts trump):

WEST.	NORTH.
♠ 8, 7.	♠ —
♡ 7, 4.	♡ 8, 6.
♣ —	♣ K, 2.
♢ —	♢ —
EAST.	**SOUTH.**
♠ K, Q.	♠ —
♡ 5, 3.	♡ A, 2.
♣ —	♣ 6, 7.
♢ —	♢ —

West, at trick ten, led the eight of spades; north (Burke) discarded a club, and South (Pitt) trumped with the ace and then led the two, thereby giving the lead to his partner, who took the rest.

Placing Cards.—To place the cards is for each player to draw and place before him the card played to a trick, in order to show some careless or unobservant player how they were played, and what will be necessary for him to do in order to play correctly. (See, "Draw of Cards.")

To place the cards also means to name or locate cards held in the hands after certain rounds, basing the effort upon the knowledge obtained by the fall of the cards. This is a regular feature of "Study Whist" (*q. v.*). (See, also, "Perception Problems.")

If you have omitted to notice how the cards fell to a trick' ask that they be placed.—*James Clay* [*L. O+*].

During the correspondence tourney, a prize was offered to the player who could correctly place the greatest number of

the cards remaining in the three other hands, after the ninth trick. Each competitor had two or three weeks in which to study the situation. Seven out of the sixteen tried it. As they each held twenty-eight hands, they submitted analyses of 196 endings. In sixteen of these every card was correctly placed. In three, all but one. In twenty-two, all but two. In twelve, all but three. In twenty-four, all but four. In twenty-one, all but five; and in the remainder, half or less were rightly located; in some cases not a single card being named in its actual position. The player who wou the prize, Mr. C. M. Clay, the celebrated composer of whist perception problems, placed 73 per cent. correctly; named the right suit, but was unable to give the exact size of thirty; gave right suit, but wrong size, of forty; and was wrong, both as to size and suit, in only seventeen. —*R. F. Foster* [*S. O.*], "*Whist Tactics.*"

Placing the Lead.—See, "Throwing the Lead."

Plain Suit.—Any suit which is not trump. The best or long plain suit is the suit which players of the long-suit game try to establish and bring in, and which they, as a rule, open first, or lead from originally. The leads from plain suits differ from those in trumps in some important particulars, for the reason that high cards in trumps, if held back, cannot be taken away, whereas in plain suits they may be trumped.

It is generally best to lead plain suits as trumps, when adversaries' trumps are exhausted, or if all the trumps are out, holding a re-entry card.—*Kate Wheelock* [*L. A.*], "*Whist Rules.*"

Plain-Suit Echo.—An echo by means of which strength is indicated in a plain suit. It is made by playing third best on partner's original lead; second best on second round; best on third round, and retaining the lowest until last. Some players restrict the use of this echo to four cards exactly, but generally it means four or more in suit. Some also object to calling it an echo, claiming that "unblocking" is the better term. This seemed to have weight with "Cavendish," who, in first announcing it, in 1885, named his book "Whist Developments, American Leads, and the Plain-Suit Echo," but changed the title in later editions to "Unblocking Game." (See, "Unblocking.") "No one," he remarks in a recent letter, "ever said, 'I plain-suit echoed;' always, 'I unblocked.'"

The "four signal" (*q. v.*), by which the possession of four trumps is shown, without asking that they be led, is made in a somewhat similar manner to the above. The two conventions are confusing, except in case trumps are exhausted and the player cannot possibly be referring to trumps.

The "plain-suit echo" and the "four signal" cannot co-exist; they conflict, and the play of one neutralizes the other.—*C. S. Boutcher* [*L. A.*], "*Whist Sketches.*"

The value of this echo is much disputed, and the adversaries can usually render it ineffective by holding up small cards, a practice very much in vogue with advanced players.—*R. F. Foster* [*S. O.*], "*Complete Hoyle.*"

Plain-Suit Signal.—A conventional play by which a player shows strength in, and asks his partner to lead, a plain suit, the same as he would request the lead of trumps. It is only made when partner cannot possibly mistake it for a trump signal — as, for instance, when trumps are out, or are being led by the opponents, or have been signaled for by yourself, or refused, etc. The plain-suit signal is made in the same manner as the trump signal, by playing upon a lead an unnecessarily high card followed by a lower one. A variety of usage has crept in in regard to this signal. Some players reverse the meaning, declare weakness, and request part-

ner to change the suit. Some give it one meaning when made on partner's lead, and another when made on the lead of the adversaries.

The writer believes it wisest to make the play [of the plain-suit signal] always show strength.—*Milton C. Work* [*L. A. H.*], "*Whist of To-day.*"

Plain Suits, Choice of.—When the hand contains more than one plain suit, the question, which should be originally opened? is sometimes very embarrassing, and always very important. Milton C. Work gives the following table of four-card plain-suit leads in the order of choice:

Ace, king, queen, jack.
Ace, king, queen, and one other.
King, queen, jack, and one other.
Queen, jack, ten, and one other.
Ace, king, and two others.
Ace, queen, jack, ten.
King, queen, ten, and one other.
Ace, queen, jack, and one other.
Queen, jack, and two others.
Ace, jack, and two others.
Ace and three others.
King, jack, ten, and one other.
Ace, queen, and two others.
King, jack, and two others.
Ace, queen, ten, and one other.
King, ten, and two others.
Queen, ten, and two others.
King, queen, and two others.
King and three others.
Queen and three others.
Jack and three others.
Ten and three others.
Nine and three others, etc.

Play.—To play at whist is to take one card after another from the hand and place it upon the table, as required in leading, following, trumping, or discarding. Good or bad play depends upon the ability of the player in playing his cards to the best advantage. All mannerisms should be avoided in play. The cards should not be played too fast, nor too slow, but at the same deliberate, careful pace throughout—a trait that was much admired in James Clay and other great players.

The man who plays with equally quiet consideration the low card or the high one, in its proper turn, secures the good opinion of the whole table.—*A. J. McIntosh* [*L. A.*], "*Modern Whist.*"

Play slowly (but do not hesitate), that you may be able to watch closely; do not allow a trick to be turned without knowing the card each person played.—*Kate Wheelock* [*L. A.*], "*Whist Rules.*"

No rule of play can be devised that may not, under certain conditions, occasion loss; hence our whist lawgivers are constrained to admit that "bad play" will frequently win where "good play" will lose. If bad play generally won it would, by virtue of its success, be adopted as good play; the test, therefore, of good play is whether it will generally win.—*Eugene S. Elliott* [*L. A.*], *Whist, May, 1893.*

Play, Lines of.—The plan or tactics followed out in the play of a hand, depending upon its peculiarity, strength, or weakness, and influenced also to a certain extent by the condition of partner's hand, or those of the adversaries.

Whist-playing may be generally divided into three sorts: Beginner's whist, good whist, and refined whist. In the first, the cards are played according to suit, and a few book rules are blindly applied; in the second, there is rational play and definite aim; in the third, the play is highly skillful, being based on deep study and thorough knowledge of intricacies.—"*Aquarius*" [*L. O.*], "*The Hands at Whist.*"

Played Cards.—Cards that have been played, and are no longer held in the hand. In the English game, eight played cards may be seen at any one time during the progress of the play—four on the table not yet turned and quitted, and the last trick which has been turned. In the American game, only the four cards on the table may be seen, before they have been

turned and quitted. A trick once turned and quitted cannot be examined until the hand has been played out.

Players, Kinds of.—The two principal kinds of whist-players are the good players and the bad players. General A. W. Drayson, in an appendix to the fourth edition of his "Art of Practical Whist," has rung the changes on the intervening types in a most amusing manner, and makes out twenty-six distinct classes. "A very long experience of whist and whist-players in various parts of the world," says he, "has caused me to come to the conclusion that men with peculiar types of mind exist in every country, and these men are mere repetitions of each other. In the burning plains of India, or amidst the snows of Canada, we find individuals, who have never met and have never heard of each other, yet when they join in a rubber of whist they will commit exactly the same mistakes, will make word for word the same excuses, and at delicate points in the game will err in the same manner. The repetition of similar proceedings has induced me to group whist-players under various heads, and, after careful consideration, I cannot divide them into fewer than twenty-six classes. Each class has its specialty, some individuals belonging to two or three of these." General Drayson's classification is as follows:

1. The old-fashioned player.
2. The young player.
3. The player who never read a book on whist.
4. The book player.
5. The player who only plays for amusement.
6. The crafty player.
7. The great card-holder.
8. The unlucky player.
9. The whist authority.
10. The excitable player.
11. The too deliberate player.
12. The man who won't learn.
13. The man with a bad memory.
14. The mean player.
15. The man who takes his pound of flesh.
16. The unobservant player.
17. The litigious player.
18. The good bad player.
19. The bad good player.
20. The man with the preoccupied mind.
21. The popular player.
22. The unpopular player.
23. The undependable player.
24. The superstitious player.
25. The selfish player.
26. The inspired player.

Playing at Playing Whist.—A kind of play indulged in by those who do not understand the game of whist, but imagine they do; bumblepuppy (*q. v.*).

"Cavendish," in his "Card Essays," gives us the story of "The Duffer Maxims," and some anecdotical matter of an amusing nature about the *talkers*. By way of appendix to sober instruction, we have thought to introduce the conversation *verbatim* during a single hand of four persons seated for the purpose of "playing whist," as each of them called the performance—literally, however, a rollicking exhibition that should be named playing at playing whist.—*G. W. Pettes* [*L. A. P.*], "*American Whist Illustrated.*"

Playing Cards.—Cards used in playing whist and other games. (See, "Card.")

Playing for the Odd Trick.—Playing for the trick or point that may be necessary to win or save the game; playing a cautious and mainly defensive game, in which you are satisfied to win by a small margin, instead of playing a great game to make a big score.

The other method ["playing for the odd trick"] comprises the tactics of weakness (concealment, artifice, deception). Hereunder comes the taking advantage of position, the most common instances of which grow out of holding in one hand the best and third-best cards unplayed of the suit led (the second best being in another hand), and kindred situations.—*Emery Boardman* [*L + A.*], "*Winning Whist.*"

Playing Out of Turn.—An error at whist, which consists in placing a card upon the table before it is your turn to do so.

If the third hand plays before the second, the fourth hand also may play before the second.

If the third hand has not played, and the fourth hand plays before the second, the latter may be called upon by the third hand to play his highest or lowest card of the suit led, or, if he has none, to trump or not to trump the trick.—*Laws of Whist* (*American Code*), *Sections 25 and 26.* (See, also, "Error, Cards Played in.")

"Playing Pictures."—Playing the high cards in a hand as soon as possible, for the sake of making tricks, without reference to the science of the game—a failing which novices frequently betray. It also is a branch of bumblepuppy (*q. v.*).

The above must not be confounded with the high-card game, which forms part of the Howell (short-suit) system, which is played with method, and does not consist in "playing pictures" from all suits at random.

I remember to have said: "Why, then, it seems my partner and I haven't been playing whist at all," to which I received reply, "No, sir; you have been playing pictures."—*G. W. Pettes* [*L. A. P.*], "*American Whist Illustrated.*"

Playing the Game.—Taking the offensive and making as many tricks as possible out of a strong hand, instead of playing cautiously, as for the odd trick.

To try to obtain a great score is playing the game.—*Westminster Papers* [*L+O.*].

Playing to the Score.—Taking into consideration at every stage the state of the score, and shaping your game accordingly; as, for instance, in playing for the odd trick. This is especially necessary in the English five-point game, but in American (seven-point) whist without honors the state of the score, except toward the close of the game, is not so important, and players generally try to make as many tricks as possible out of their hands, especially at duplicate whist, in which points, and not games, are played for.

The present writer lays down that the relation of the scores is the guide for the early lead of trumps, and that playing to the score is of fundamental importance, and receives the first consideration [the game treated of being English or five-point whist, with honors].—*Clement Davies* [*L. A+*], "*Modern Whist,*" *1886.*

In the American game this is a lost art. It is a rare thing to see any one pay the slightest attention to the score, or make any consequent alteration in his play, unless he has had considerable experience at the English game. The nearest approach to it is leading trumps when the score is four to nothing against you.—*R. F. Foster* [*S. O.*], "*Whist Strategy,*" *1894.*

This method [playing for points] has its merits, no doubt; being the only one adapted to duplicate play. But it also has its defects, and for the true lover of the game, its (comparatively speaking) unvaried and colorless style of play cannot compare with the ever-changing demands made upon his skill and judgment when playing to the score.—*William S. Fenollosa* [*L. A.*], *Whist, June, 1892.*

When the play is short whist, it follows that constant regard be had to the score, which can so easily be affected for the benefit of the party who is at one or three. * * * The same cards held by a short-whist player, if held by an American player, would be very differently played, yet the principle of the law of lead is not in any wise changed.—*G. W. Pettes* [*L. A. P.*], "*American Whist Illustrated.*"

Playing Two Cards to One Trick.—If a player plays two cards to the same trick, and the error is discovered before the hand is played out, the English code (section 70) provides that the card may

be restored. If not discovered until the hand is played out, the player in error is liable to all revokes made in consequence. By the American code (section 19), the adversaries, on discovering the error, may have a new deal, or play the hand out without taking into account the missing card.

Poe, Edgar Allan, on Whist.— In his fascinating tale of the "Murders in the Rue Morgue," Edgar Allan Poe pronounces a remarkable eulogy upon whist. It is remarkable because it shows a keen insight into the finer qualities which go to make up a great player, and at the same time betrays the fact that the author had either no practical acquaintance with the game, or played with persons who would hardly be called whist-players to-day. If they played whist legitimately, no observer would be able to draw any of the wonderful inferences which he mentions from their looks or other demonstrations at the table. They would needs be very clever pantomimists to enable any one to guess from their actions the contents of their hands, after one or two rounds. Notwithstanding these defects, the passage is worth reading, and we give it herewith:

"Whist has long been noted for its influence upon what is termed the calculating power, and men of the highest order of intellect have been known to take an apparently unaccountable delight in it, while eschewing chess as frivolous. Beyond doubt there is nothing of a similar nature so greatly tasking the faculty of analysis. The best chess-player in Christendom *may* be a little more than the best player of chess; but proficiency in whist implies capacity for success in all those more important undertakings where mind struggles with mind. When I say proficiency, I mean that perfection in the game which includes a comprehension of *all* the sources whence legitimate advantage may be derived. These are not only manifold, but multiform, and lie frequently among recesses of thought altogether inaccessible to the ordinary understanding. To observe attentively is to remember distinctly; and, so far, the concentrative chess-player will do very well at whist; while the rules of Hoyle (themselves based upon the mere mechanism of the game) are sufficiently and generally comprehensible. Thus, to have a retentive memory, and to proceed by 'the book,' are points commonly regarded as the sum total of good playing. But it is in matters beyond the limits of mere rule that the skill of the analyst is evinced. He makes in silence a host of observations and inferences. So, perhaps, do his companions; and the difference in the extent of the information obtained lies not so much in the validity of the inference as in the quality of the observation. The necessary knowledge is that of *what* to observe. Our player confines himself not at all; nor, because the game is the object, does he reject deductions from things external to the game. He examines the countenance of his partner, comparing it carefully with that of each of his opponents. He considers the mode of assorting the cards in each hand; often counting trump by trump and honor by honor, through the glances bestowed by their holders upon each. He notes every variation of face as the play progresses, gathering a fund of thought from the differences in the expression of certainty, of surprise, of triumph, or chagrin. From the manner of gathering up a trick he judges

whether the person taking it can make another in the suit. He recognizes what is played through feint, by the air with which it is thrown upon the table. A casual or inadvertent word; the accidental dropping or turning of a card, with the accompanying anxiety or carelessness in regard to its concealment; the counting of the tricks, with the order of their arrangement; embarrassment, hesitation, eagerness or trepidation, all afford, to his apparently intuitive perception, indications of the true state of affairs. The first two or three rounds having been played, he is in full possession of the contents of each hand, and thenceforward puts down his cards with as absolute a precision of purpose as if the rest of the party had turned outward the faces of their own. The analytic power should not be confounded with simple ingenuity; for while the analyst is necessarily ingenious, the ingenious man is often remarkably incapable of analysis. The constructive or combining power by which the ingenuity is usually manifested, and to which the phrenologists (I believe erroneously) have assigned a separate organ, supposing it a primitive faculty, has been so frequently seen in those whose intellect bordered otherwise upon idiocy, as to have attracted general observation among writers on morals. Between ingenuity and the analytic ability, there exists a difference far greater, indeed, than that between the fancy and the imagination, but of a character very strictly analogous. It will be found, in fact, that the ingenious are always fanciful, and the truly imaginative never otherwise than analytic."

Poems on Whist.—Many clever, and some really good, poems have been written on the noble game of games since the early and ambitious effort of Alexander Thomson was first given to the world in 1792. It was an epic, in twelve cantos, and opened with the following "Invocation to Hoyle:"

Whist, then, delightful whist, my theme shall be.
And first I'll try to trace its pedigree,
And show what sage and comprehensive mind
Gave to the world a pleasure so refined;
Then shall the verse its various charms display,
Which bear from ev'ry game the palm away;
And, last of all, those rules and maxims tell
Which give the envied pow'r to play it well.
But first (for such the mode) some tuneful shade
Must be invok'd the vent'rous muse to aid.

* * * * * * *

What pow'r so well can aid her daring toil
As the bright spirit of immortal Hoyle?
By whose enlighten'd efforts whist became
A sober, serious, scientific game.

* * * * * * *

Come, then, my friend, my teacher, and my guide,
Where'er thy shadowy ghost may now reside;
Perhaps (for nature ev'ry change defies,
Nor even with death our ruling passion dies)
With fond regret it hovers still, unseen,
Around the tempting boards arrayed in green;
Still with delight its fav'rite game regards,
And, tho' it plays no more, o'erlooks the cards.
Come, then, thou glory of Britannia's isle,
On this attempt propitious deign to smile;
Let all thy skill th' unerring page inspire,
And all thy zeal my raptured bosom fire.

Besides Thomson's lengthy and somewhat laborious lines, there have come down to us many other happy allusions to the game from the poets who wrote shortly after its birth, and had Hoyle lived in Shakespeare's time there can be no doubt that the works of that im-

mortal bard would have contained some real instead of imaginary references to it. (See "Shakespeare and Whist.") Crabbe thus describes a meeting of ardent whist-players:

Pleased, the fresh packs on cloth of green they see,
And, seizing, handle with preluding glee.
They draw, they sit, they shuffle, cut, and deal,
Like friends assembled, but like foes to feel.

Praed gives, in almost as few lines, a pleasant picture of a whist-player of the old school:

Sound was his claret and his head;
Warm was his double-ale and feelings;
His partners at the whist club said
That he was faultless in his dealings;
He cut the fiercest quarrels short
With, "Patience, gentlemen, and shuffle."

Byron's line, in "Don Juan,"

Troy owes to Homer what whist owes to Hoyle,

is but a line, but an immortal one, notwithstanding the fact that some admirers of Hoyle do not agree with the poet, and claim that whist owes much more to Hoyle. There are others again who think Byron gave Hoyle too much credit. That was the opinion of the late G. W. Pettes, for instance. But to come down to our own day. We find a good thing on whist among the writings of the late George T. Lanigan, the humorist, whose fun bubbled over in "Fables from the World," and in many fugitive pieces in verse which it seems a pity no one has ever collected in book form. His poem on whist is entitled "My Partner," and runs as follows:

Who, when I've strength in clubs displayed,
Makes on the trumps a sweeping raid,
And leads me up a little spade?—
My Partner.

When five trumps in his hand there be,
Who climbs a doubtful card p. d.
Q., but aye forces me with three?—
My Partner.

Who, when he has no trumps to play,
Smiles in a calm exultant way,
And drops a four, and then a trey?—
My Partner.

When foemen hold trumps two and three,
Who swings four honors at poor me,
And then asks what the trumps may be?—
My Partner.

Who at the tide of our affairs
Commanding two suits helpless glares,
Now holds out mine, and discards theirs?—
My Partner.

Who, when I've toiled the game to win,
And am succeeding, with a grin
Trumps my long suit and brings his in?—
My Partner.

When I hold seven trumps or eight
And ace-king in each suit, elate,
Makes a misdeal as sure as fate?—
My Partner.

Who, when we've just squeezed out the odd,
Instead of four by cards, unawed,
Cries, "Pard, we scooped 'em then!" The fraud!
My Partner.

The best thing on whist in a serious vein that we have met with in late years is the very brief but memory-haunting poem by Eugene Ware, entitled "A Game of Whist." We give it a welcome here:

Life is a game of whist. From unseen sources
The cards are shuffled and the hands are dealt;
Blind are our efforts to control the forces
That, though unseen, are no less strongly felt.

I do not like the way the cards are shuffled;
But still I like the game and want to play.
Thus through the long, long night will I, unruffled,
Play what I get until the break of day.

It is plainly imitated in the following verses, entitled "Life's Whist," by Edith Keeley Stockley,

which we also take pleasure in reproducing, if only for the sake of the compliment to Mr. Ware:

I hold a scattered hand in black and red,
An humble lot—save for a lonely king
Who, luckless wight, will straightway lose his head.
Nor ace nor trump is here to 'venge the deed;
Yet, soft—my partner may enforcement bring!
I'll make no sign, but boldly take the lead—
For this is whist.

You hold a hand you do not like, perchance,
In this great game called Life—nor trump, nor ace,
Nor merry knight to break a gleaming lance.
Yet courage still—behind your partner's mask
May gleam the merry smiles of Fortune's face.
Success at last may take "Faint Heart" to task
In this—Life's whist.

Among the many bright contributors who have enlivened the pages of *Whist*, and helped to make it so popular with lovers of the game all over the world, are some who also possess the gift of poesy, and they have liberally sung the praises of the great game. Chief among these may be mentioned Margaretta Wetherill Wallace. Her efforts generally combine playfulness and seriousness in a happy manner. As an example we may quote her "Cross-Purposes:"

Oh, my partner has turned short-suiter,
Leading cards I do not understand;
With his "gambit" and "top of nothing,"
That cut right into my hand.

With his singleton. doubleton, sneakers,
And supporting cards to boot;
While he falls on his knees and worships
The Hand that has one Short Suit.

Now his "gambit" is only a gamble,
Top of nothing brings nothing to me;
While I fumble my cards I long and sigh
For the partner he used to be.

He says ace and king mean "running,"
But I yearn for the dear fourth best;
When after a round or two were played
I could surely place the rest.

Well! well! this midsummer madness,
Like the silver craze will die;
Then we'll play our hands together once more,
My dear old partner and I.

A very clever parody which appeared in *Whist* for July, 1897, signed "E. B. C.," also deserves insertion here. It is called "The Song of the Fad:"

With firm untiring wrist,
With cheeks a luminous red,
A woman sat at a game of whist,
Playing as if for bread.
Work, work, work,
In the rooms of the warring "Trist;"
And still with the strength of the conquering Turk
She played at her game of whist.

Play, play, play,
Through all of the afternoon,
And play, play, play,
While over her beams the moon.
Diamond, and heart, and spade,
Tenace—and eke fourchette,
Working with soul all undismayed
To capture "the button" yet.

With fingers weary and worn,
With hands that have toiled for bread,
A man sits sewing the buttons on,
(Or putting the boy to bed).
Stitch, stitch, stitch!
Pricking with untold shocks
His fingers brown, as with patient frown
He toils at his wornout socks.

Oh! men with sisters dear!
Oh! men with mothers and wives!
Expect no help from your helpmate fair
While the science of whist survives.
Play, play, play,
Duplicate, compass, all:
And the "echo" flies, as she swift replies
To her partner's lusty "call."

With firm untiring wrist,
With eyes alert for the strife,
A woman sat at a game of whist
Playing—as if for life.
Work, work, work!
(Oh! shade of the late Tom Hood
Forgive me, do, for my theft from you,
And pray it may do some good!)

One more notable example in a broadly humorous vein we must make room for, albeit it is somewhat lengthy, but as good as it is long. It is "A Rubber of Whist," by Manley H. Pike, and appeared in a recent issue of *Puck:*

No pen can describe how a man has to suffer
When, being at whist what experts call "a duffer"—
That is, one possessing small skill in the art—he
Is seized by three players to make up their party.
It's vain
To explain
And resist, might and main.
They urge him and coax him again and again;
For sharper solicitors nowhere exist
Than those who recruit for a rubber of whist.

They vow they are fully convinced he'll do wonders.
And promise he shall not be blamed for his blunders.
Ignoring reluctance, pooh-poohing refusal,
They flatter, encourage, soft-soap, and bamboozle.
"You'll win,
Sure as sin,
From the time you begin,
And cut us all out if you'll only cut in!"
At last he surrenders—since no turn or twist
Avails to get rid of that rubber of whist.

All testify toward him the kindest of feeling,
Until he arouses their wrath by misdealing;
He finds that they think it no matter for joking,
And learns what a horrible crime is revoking.
It's queer
How austere
And sublimely severe,
Yet how very savage their faces appear.
The language they utter—half spoken, half hissed—
Seems rather bad form for a rubber of whist.

He lives out the game—but he hasn't got through it—
His partner proceeds to completely review it,
Bombarding his ears, in a jargon outlandish,
With precepts of Pole and with canons of Cavendish.
"The way
You should play
Was as clear as the day,
But you didn't play so, I'm sorry to say,
If you'd read a line of the teachings of Trist,
We'd surely have captured that rubber of whist!"

Convinced that he's thought a great fool, or, at any rate,
An imbecile, crank, or some sort of degenerate,
Our friend most resolvedly swears it's the last time
He'll ever engage in that heart-breaking pastime;
For, oh!
High or low,
You'll find nothing that's so
Provoking as playing a game you don't know.
I'd sooner encounter a pugilist's fist
Than meet the hard rubs of a rubber of whist!

Points.—The number of tricks over six in each hand, scored or counted for the side making them. In the old English game of Hoyle, the side first scoring ten by tricks and honors won the game. In the modern English game, the side first gaining five points wins, and extra points are also scored for high scores made in games, as well as for the winning of the rubber. (See, "Rubber Points.") In the American game, points are made by cards alone, honors not counting, and the side that first scores seven wins. In duplicate whist the total number of points made by either side in a match or sitting is recorded, and some players score in this manner, also, at straight whist in this country.

Points, ten of them make a game; as many as are gained by tricks or honors, so many points are set up to the score.—*Edmond Hoyle* [*O.*].

The term applies to both game and rubber; a game at short whist, consisting of five points; a rubber, of any number of points from one up to eight, inclusive.—*Sir William Cusack-Smith* [*L. O.*].

Playing for points and playing for games are two entirely distinct ideas at

whist, to carry out which very different methods of play are necessary.—*William S. Fenollosa* [*L. A.*], *Whist, July, 1892.*

Pole, William, Mus. Doc., F. R. S. — This distinguished and scholarly advocate of the modern scientific game might properly be called the philosopher of whist. The books of "Cavendish" and Clay embodied the chief improvements which had been made since the days of Hoyle, but there was something wanting still. This was supplied by Dr. Pole in his "Theory of the Modern Scientific Game," which appeared in December, 1864. In this essay the author went deeper than all those who had preceded him. He emphasized the following great underlying principle of the game: The more perfect cultivation than formerly of the relations between partners, so as to effect, as far as possible, a combination of the hands. He held, also, that the only system which adapted itself favorably to the combination of the hands was the long-suit system—that of making tricks by establishing and bringing in a long suit. True, this was one of the well-known devices of the Hoyle game, but up to this time it had formed only a subordinate part in the play of the hands, whereas now it was given the most prominent position. The idea of the partnership game had also been previously foreshadowed in England and abroad. General de Vautré, in his book, "Génie du Whist," published in Paris in 1843, had announced that "the author teaches the mode of playing with twenty-six cards (as he expresses it), and not with thirteen, like all the rest of the world." Dr. Pole went farther than all this: he analyzed, described, and defined the whole system of which these and similar points were only a part, and evolved out of the scattered elements of whist a rational science and a cohesive whole.

Dr. Pole is a civil engineer, residing in London. He was born in Birmingham on April 22, 1814. In 1844 he was appointed by the East India Company professor of civil engineering in Elphinstone College, Bombay. In 1847 he returned to London, devoting his chief attention to the mechanical branch of engineering. From 1871 to 1883 he was consulting engineer for the imperial railways of Japan, and on his retirement the Mikado honored him with the decoration of the third degree (Knight Commander) of the Imperial Order of the Rising Sun. He served on the council of the Institution of Civil Engineers from 1871 to 1885, after which he acted as honorary secretary till 1895. Between 1859 and 1867 he was also professor of civil engineering at University College, London, and lecturer at the Royal Engineer Establishment, Chatham. He has done much scientific work for the English government. From 1861 to 1864 he served as a member of the committee on iron armor, and for some time as a member of the committee on the comparative merits of the Whitworth and Armstrong systems of artillery. In 1870 he was employed by the Home Office to investigate the question of the introduction into the metropolis of the constant-service system of water supply, and he took an important part in the subsequent proceedings for carrying it into effect. In 1871 he was commissioned by the War Office to report on the Martini-Henry breech-loading rifles. In 1870 he was appointed by the Board of Trade as one of the metropolitan gas referees, which position he still holds. He has acted as secretary (in two instances under special appointment by the

Queen) to four government commissions of inquiry, namely, from 1865 to 1867, to the royal commission on railways; from 1867 to 1869, to that on water supply; from 1882 to 1884, to that for inquiring into the pollution of the Thames; and in 1885, to a committee on the science museums at South Kensington. In June, 1861, he was elected a Fellow of the Royal Society of London; he has served six years on the council, and was vice-president in 1876 and 1889. He was elected a Fellow of the Royal Society of Edinburgh in 1877, and a member of the Athenæum Club, without ballot (as a scientific distinction), in 1864.

Dr. Pole has done much literary work. In whist his first essay (on the "Theory of the Modern Scientific Game"), as already noticed, was published in 1864. It appeared anonymously, but in 1870 a new edition was published, containing the author's name. In 1872 an American edition was brought out, and up to this writing (1897) there have been above twenty English editions. His next book on the game, "The Philosophy of Whist," appeared in London and New York, in 1883, and is now (1897) in its sixth edition, and has greatly added to the author's already high reputation, as it continues to elucidate, in the most convincing and attractive manner, the great theory propounded in his first volume. He shows that the game which he advocates is "a compact and consistent logical system, of a highly intellectual and philosophical character." The second part of the book is devoted to the philosophy of whist probabilities, a world of speculation which opens up a delightful vista to the scientific gaze. But undoubtedly the author's crowning work appeared simultaneously in New York and London, in 1895. It is entitled "The Evolution of Whist," being a still further exposition of his theories and views, and a masterful review of whist from its earliest stages down to the present day. He has carefully studied the principles and motives which have determined the progressive changes of the game, and proceeds on the theory that the course of whist evolution may be likened in many respects to the corresponding process in biology. In following out this analogy, he divides the history of whist into several progressive eras, each one of which has been distinguished by a particular general structure or form of game, and he lays stress upon the fact that each of these forms has remained in existence, and will probably continue to survive. Treated in this manner, whist becomes a most fascinating study and a noble science.

While we are right in classing Dr. Pole as friendly to the system of American leads, it is a notable fact that at one time he seems to have doubted the legitimacy of the modern signaling principle, and he wrote, in the *Fortnightly Review* of April, 1879, an argumentative monograph on the subject. But, doubtless in deference to the largely increased popularity of the system and the eminence of its supporters, he did not put forth this view in his books on the game. And here we may appropriately make mention of his own personal play. The greatest writer on the theory of the game was also a master of its practice in his younger days, although in his advanced age he no longer feels himself equal to his former performances. Miss Wheelock recently described to us a touching incident which occurred during her visit to him, in

London, in 1897. She repeatedly urged him to play a rubber, but in vain. At last, taking her hands in his, he remarked: "My dear child, I am now like a guide-post on the highway; I can point the way, but I cannot follow it myself." He no doubt feared that one of Miss Wheelock's ability and reputation might feel disappointed in his play, and so he steadfastly declined, but turning to a piano he played some beautiful music for her instead. That Dr. Pole has been for many years an excellent whist-player, however, must be apparent to all, when it is stated, that in 20,000 rubbers played, from 1869 to 1893, he won 526 more rubbers than he lost, and that the points which he won exceeded by 3104 those which he lost. He modestly attributed this showing "not to any superior skill in play, but entirely to a steady adherence to system."

In 1889 Dr. Pole wrote the article on whist for a new edition of Bohn's "Hand-book of Games," and it was printed separately. He has also published articles on several card games in Routledge's "Cyclopedia of Card and Table Games," 1891. Among these is "Pope's Game of Ombre." Ombre was a fashionable game which preceded whist. It was obscurely described by Pope in his "Rape of the Lock," but Dr. Pole unraveled it and wrote a full description.

Besides his writings on whist, Dr. Pole has also published a number of works on other subjects. His quarto treatise on the steam engine appeared in 1844, and his translation of a German work on the same subject in 1848. In 1864 and 1870 he published scientific chapters in the lives of Robert Stephenson and I. K. Brunel; in 1872 a treatise on iron; in 1877 the life of Sir William Fairbarn, Bart.; and in 1888 the life of Sir William Siemens. He has also written many papers for scientific and other journals, being a contributor to several periodicals of the highest rank in literature.

Dr. Pole has also devoted much attention to the study of music. He took, in 1860, the Oxford degree of bachelor, and in 1867 that of doctor of music, and remains a member of St. John's College in that university. He was the chief adviser of the University of London in the establishment of musical degrees in 1877, and afterward held, for twelve years, the office of musical examiner in that institution. He has been a public organ player, and was elected an honorary fellow of the Royal College of Organists. He is the author of a "Treatise on the Musical Instruments in the Exhibition of 1851;" of the "Story of Mozart's Requiem," 1879; and "The Philosophy of Music," 1879. He is also the composer of a well-known eight-part motet on the "Hundredth Psalm." (See, also, "Rhyming Rules.")

Dr. Pole laid down the fundamental principles of modern whist, and his work will ever remain the cornerstone of the game.—*Whist* [*L. A.*], *February, 1894.*

Dr. Pole's book, "The Evolution of Whist," shows an immense amount of research and calm, judicial sifting of facts. He is better fitted than any one else in the world to write the history of whist.—*Rochester* (*N. Y.*) *Post-Express, 1896.*

This admirable essay ["Theory of the Modern Scientific Game"], if it stood alone as his only contribution to the science, would entitle its author to the warmest thanks of every lover of the game; but Dr. Pole may justly plume himself on the composition of another volume of equal value. This is "The Philosophy of Whist."—*W. P. Courtney* [*L+O.*], "*English Whist.*"

Dr. Pole is so well known as an authority on the theoretical side of whist-play, that it is hardly necessary for us to enter into any detail respecting his contributions to its literature. * * * These

books [the "Theory of the Modern Scientific Game," and "The Philosophy of Whist"] exhibit the game both theoretically and practically in the perfect state at which it has arrived during the two centuries that have elapsed since whist assumed a definite shape and took its present name.—"*Cavendish*" [*L. A.*].

Pone.—The dealer's right-hand adversary, who cuts the cards after they have been shuffled.

The cards having been properly shuffled, the dealer presents them to the pone to be cut.—*R. F. Foster* [*S. O.*].

"Portland." — A pseudonym adopted by the editor of "The Whist-Table: a Treasury of Notes on the Royal Game, by 'Cavendish,' C. Mossop, A. C. Ewald, Charles Hervey, and Other Distinguished Players," a volume of 472 pages, published in 1894. He is James Hogg, of London, a well-known English writer and publisher. He was born in Edinburgh, August 11, 1829, where in his youth he was associated with his father in editing the *Weekly Instructor*. Subsequently he became sole editor, with Thomas De Quincey as his chief adviser and contributor. Mr. Hogg was his companion and intimate working associate for nine years, while he prepared the collected edition of his works. After De Quincey's death, Mr. Hogg published some reminiscences in *Harper's* (February, 1890); uncollected writings, in two volumes; and "De Quincey and his Friends." Mr. Hogg founded *London Society* in 1862, and edited that magazine until 1887. He has written and edited many books, but the "Whist-Table" is his only venture in whist.

Portland Club.—A famous London whist club, which coöperated with the Arlington (since called the Turf) Club and John Loraine Baldwin in revising the English laws of whist, 1863–'64. The Portland was first located in Bloomsbury Square; then it successively occupied quarters in Jermyn street, Stratford Place, Oxford street, and St. James' Square, where it is now housed on the north side of the square, at the corner of York street.

The Portland was the club most frequented by James Clay, and here it was that the members of the "Little Whist School" (*q. v.*) had access to him. The membership of the club, during its many years of existence as the whist headquarters of Europe, embraced some of the most eminent players of their day. Lord Bentinck, the inventor of the trump signal, played there as well as at Graham's. "Cavendish" has been a member for many years, but has not been regular in his attendance for the past two years. The fact is, the Portland, like many other clubs, has been suffering for some time from an attack of "bridge," and until the craze has run its course, true whist is in a minority there, to the sorrow of whist lovers.

At the Portland may at this time, as at any time since its opening, be observed the most skillful of the London card-players. A distinguished peer or two of great whist distinction still haunt its rooms. A law officer of the crown, past or present, may now and then be seen playing a dashing game of whist within its walls.—*W. P. Courtney* [*L+O.*], "*English Whist*," *1894*.

Portland Rules.—See, "Laws of Whist, English Code."

Position.—The place occupied by a player, at the table, such as A, B, Y, or Z; sometimes also indicated by north, south, east, or west (especially in duplicate whist). A and B are partners against Y and Z, and north and south against east

and west. These are the primary positions at the opening of the game or sitting, and if the partners are unchanged, they continue until the sitting is over. The relative positions of the players, after the first hand is finished, vary according to the deal and lead, which passes around the table in rotation. Players become first, second, third, or fourth hand in accordance with the order in which they play to each trick, but their fundamental, or partnership, positions are not affected thereby, each one remaining A, B, Y, or Z, although playing first, second, third, and fourth hand on the various tricks.

Post-Mortem. — A colloquial phrase in whist, meaning a discussion or criticism of a hand or game that has just been played. In some clubs a special table is set aside for this purpose, so that the discussion will not interfere with the regular play.

Post-mortems [are] discussions as to what might have been at whist; sometimes called "If you hads."—*R. F. Foster* [*S. O.*].

Talking over the hand *after* it has been played is not uncommonly called a bad habit, and an annoyance. I am firmly persuaded it is one of the readiest ways of learning whist.—*James Clay* [*L. O+*].

Practice.—In order to become a fine player you must not only be well-grounded in the theory of the game, but in its practice. Precepts, maxims, a knowledge of the proper leads and conventional signals, are most desirable, but in order to make use of them it is necessary to put them constantly into execution. Constant and careful practice, if possible, with superior players, will round out the education of a player.

Those who care to play whist well must *study* the game, and practice with good players. * * * Playing over printed games, or hands that you may have taken notes of, is most excellent practice.—*C. D. P. Hamilton* [*L. A.*], "*Modern Scientific Whist.*"

"Preference."—See, "Swedish Whist."

Principles, General.—Although the rules of whist are many, the underlying principles of the game are few and simple. The first general principle is to play to make as many tricks as possible. Upon this all schools of whist are agreed. The next general principle of the modern scientific school is this: The best way to play whist and win tricks is by means of the partnership game, and this is best promoted by leading from, establishing, and bringing in your long suit. Another modern principle is that free intercommunication between partners, by means of conventional play, is best calculated to enable them to play their hands as one.

The general principles of the short-suit school differ from the above mainly in this respect: They believe that, unless your long suit is especially strong, and the conditions for bringing it in most favorable, it is much better to let some one else open it than yourself.

Private Conventions.—Signals or arrangements of play privately agreed upon, and understood only by those employing them. The modern game, with its conventional leads and signals, caused many players to devise new arrangements of the cards for their own information, and very often it was found that teams employed a language of the cards which no one else understood. This naturally led to a discussion as to whether the use of such arrangements was permissible. The controversy began early in 1894, and lasted until the executive committee of the American Whist

League declared against all private conventions. Its decision was affirmed by the League at the fifth congress, in June, 1895. At the seventh congress, Put-in-Bay, 1897, further action was taken emphasizing the position of the League, and making the employment of private conventions a cause for protest in matches. The full text of the rule of play, as amended, is as follows:

"The right of contestants to use any well-known and established method of play, and any original method, not given a secret, prearranged meaning, is acknowledged; but the American Whist League emphatically disapproves of private conventions, and defines a private convention to be any unusual method of play based upon a prior secret agreement. It is the right of a contestant to demand of his opponents an explanation of their system of play at any time, except during the play of the hand, and their duty to give such information promptly and fully. Any infraction of this or any other rule of whist etiquette adopted by the American Whist League shall be cause for protest, to be followed by such penalty as the tournament committee or umpire may impose."

A private convention is a method of play which loses its usefulness the moment its nature is disclosed to the adversaries.—*R. F. Foster* [*S. O.*].

I cannot help feeling that [the question of private conventions] is indeed a question, not of usage, not of etiquette, but of morals.—*P. J. Tormey* [*L. A.*].

I can see no difference between signals made with cards and those given by fingers or feet, if prompted by the desire to gain unfair advantages.—*B. L. Richards* [*L. A.*], *Treasurer American Whist League.*

Men of honor, when they play cards with one another, more especially in an intellectual game like whist, would scorn to use a lot of private signals for the purpose of gaining an advantage.—*Theodore Schwarz* [*L. A.*].

What is a private signal? Taken in its widest meaning, a private signal may be defined as some act on the part of a player, other than the play of certain cards, by which he informs his partner what he wishes him to do. Such a proceeding undoubtedly is cheating.—*A. W. Drayson* [*L+A+*], *Whist, June, 1897.*

The use of such conventions, the meaning of which is variable and absolutely secret, depending, for example, on an arbitrary arrangement of suits, I believe would destroy the game of whist, or greatly lower its rank. * * * These methods seem to me beneath the dignity of the game, and hardly within the pale of honesty.—*Fisher Ames* [*L. A.*], *Whist, August, 1895.*

Let me * * * remark the three chief characteristics of a private conventionality. First, it must be an innovation or contravention of established usage. Second, it must be based upon a secret agreement between partners. Third, it must be a secret agreement that cannot be detected by logical inference drawn from the fall of the cards.—*Eugene S. Elliott* [*L. A.*], *Whist, May, 1894.*

Private conventionalities are wrong, essentially wrong, from both the moral and legal point of view. They have been so regarded by all the authorities from Hoyle to Hamilton, confirmed by the accumulated wisdom of whist experts for over a hundred years. "We must speak by the card," and the sentence thus spoken must be intelligible alike to all, subject only to the differences in mental capacity.—*C. E. Coffin* [*L. A.*].

Our opinion on the subject of new signals and conventions is that they should be encouraged, provided they are based on good whist logic and likely to add to the skill of the game. The true test as to whether a new convention is of any practical value is—will it gain tricks on its own merits? If its success is dependent on keeping the adversaries in ignorance of the same, it will prove of no ultimate value to the game.—*Whist* [*L. A.*], *April, 1896.*

Every individual has the right to play his cards as he pleases. But I believe it to be absolutely unfair for partners to agree upon a method of play known only to themselves, and expressly designed to mislead their adversaries. "Whist is a language, and every card played an intelligible sentence." Private conventions render the language intelligible to but one side, falsify the ordinary meaning, and are open to the charge of dishonest collusion.—*Robert H. Weems* [*L. A.*].

I do not believe there is a whist-player in America who will defend such stultifying and degrading practice. Suppose,

for example, that A–B privately agree that they will reverse the recognized signification of the convention known as the trump request. What is the object of the compact? Fraud! A contemptible conspiracy, made with the single object of reaping *unfair* advantage. The success or failure of a damnable cabal has no bearing. It is no argument in palliation of the despicable chicanery to contend that such jockeyism will not succeed. The marrow of the matter is that the *secret* code is arranged for the single purpose of reaping advantage due to signals issued in such a way that partner—owing to the *private* understanding—may interpret, and the adversaries be entrapped thereby.—*C. D. P. Hamilton* [*L. A.*].

There are those who show four trumps by the original lead of any card below the seven, if from a four-card suit; others who simply lead the king or the deuce to announce four trumps. Many have peculiarities of play—and they are all, all honorable men — who would indignantly repudiate the charge of using private conventions, who yet do not feel it necessary or requisite to shout it from the housetops, nor to inform their adversaries all about them—idiosyncrasies of play which are not published in any whist book, such as being forced by partner immediately afterward to lead a trump if having an honor, but not otherwise; or, taking the first trick in trumps led by partner originally, to lead a singleton instead of returning a trump, as an invitation to ruff. Are these private conventions, or is it legitimate whist strategy? Isn't it difficult to draw the line at just the right place?—*Anon, Whist, April, 1896.*

As may easily be imagined, informatory plays did not stop at number-showing leads. The naturally inventive American mind soon contrived other means. Each club had its whist crank, who lay awake at night studying up new systems of giving information. These were duly exploited in the card-room, and after a brief trial were described in a letter to *Whist*, or published in some later edition of a text-book. As time went on these conventionalities increased to such an extent that it was impossible to publish them all, and still more impossible for any person to learn the half of them. Many were confined to certain localities, or known only in the immediate circle in which they originated. So great and crying was the evil that the officials of the Whist League were called upon to legislate against it, and at the congress of 1895 they decreed that all private conventionalities were illegal. So far from stopping their use, this edict only prompted persons using such conventionalities to evade the spirit of the law by making some pretence at publication. Take them all in all, these private conventions have proved to be the most malignant cancer that ever fastened itself upon the game of whist, and many think if the knife is not applied to the evil it will certainly kill the game.—*R. F. Foster* [*S. O.*], *Monthly Illustrator.*

We have here three fairly well-defined stages of the application of the "mutual understanding" to the communication of information between partners. The first is absolutely simple, nothing being done beyond agreeing to give attention to certain rules of normal play, designed either directly to promote trick-making, or to insure regularity and uniformity. The second stage involves what is called "signaling;" it implies that something special and abnormal is to be communicated to the partner; but this is of a nature arising analogically out of normal play, and is communicated by corresponding modes, publicly known and agreed to. The third, or doubtful stage, is an extension of the second to devices of an entirely arbitrary character. But there is now this most important fact to be observed, that throughout all these phases of the evolution, even in the last named, the mutual understanding has been general with all the players. We fail entirely to find any case, till now, where it has been even proposed to limit it to a *secret* understanding between two partners only. * * * Such an arrangement must be considered as an entire contravention or infraction of Paley's fundamental ethical principle, that neither party should have a surreptitious advantage over the other.—*William Pole* [*L. A+*], "*Evolution of Whist.*"

Probabilities.—The probabilities of whist, or the likelihood of anything connected with the game—such as the distribution of certain cards in certain hands—happening a given number of times, is a subject which has engaged the attention of many writers on whist, beginning with Hoyle.

Chance is the operation of causes unknown to us; by calculating and averaging a large number of chances, we arrive at certain probabilities which contain more or less significance or information that may be of use in the conduct of the game. For instance, it has been calculated by Pole and others that

with three, four, or five cards in a suit, the chances are better than even that the suit will go around twice. With three cards in a suit, the chances are that it will go around three times twenty-eight times or thereabouts in a hundred. With four cards in suit the chances of it going around three times are about eleven in a hundred. Again, Mathews says: "That either player has not one named card not in your hand is two to one; five to four in favor of his having one of two; five to two in favor of his having one in three; four to one in favor of his having one in four."

Probabilities may be arrived at by experience as well as calculation. We know, as a matter of fact, that with thirteen cards in each hand it is impossible to divide them into four suits without having at least one long suit—*i. e.*, one suit of four cards. This is not a probability, but a fact, which was given due consideration by the originators of the long-suit game. When we consider, however, whether a hand may contain more than one long suit, we are at once in the domain of probabilities, and we may form an opinion based on mathematical calculation, or upon deductions made from previously ascertained facts. Pole, for instance, computed that the dealer should hold an average of 3.82 trumps, and each of the other three players an average of 3.06. In a practical experience of 1000 deals the dealer's average was found by him to be 3.814; that of the first hand, 3.110; that of second hand, 3.119; and that of third hand, 2.957.

"The doctrine of probabilities," says Emery Boardman, in his admirable summary of Pole's calculations, "teaches that the dealer holds, as an average, twenty-five per cent. more trumps than that doctrine concedes to any of the other players. It likewise teaches that about four times in one hundred three of the four hands will be long in three of the four suits; that about fifty-eight times in one hundred two hands will be thus long, while only about thirty-eight times in one hundred will one hand be long and the other three short in any given suit. From this it follows that about four times in one hundred any named hand should contain three long suits; that about fifty-eight times in one hundred any specified hand should contain two long suits; and about thirty-eight times in one hundred one long and three short suits. It further appears that, in one hundred deals, each suit of cards will be divided into about one hundred and sixty-six long and two hundred and twenty-nine short suits, and, consequently, that in the same number of deals each hand will contain about one hundred and sixty-six long and two hundred and twenty-nine short suits, each hand averaging one and two-thirds long suits. With this scanty amount of information each player is provided, before examining his hand, at each deal; and from this, and the information derived from the trump turned, and an examination of his own cards, must the eldest hand determine the opening lead after each deal." (See, also, "Chances at Whist.")

Problems.—A whist problem is an ingenious arrangement of the cards (either founded upon actual play or invented for the occasion), involving some method of play or other question difficult of solution. For instance, the cards in a certain deal are all indicated in a diagram of the hands, and the question is

how they shall be played so that a particular hand will win. It may be that some peculiar forms of strategy, or a coup or coups, are necessary in order to arrive at the desired result, and these the solver must correctly infer and arrive at in order to achieve victory. Frequently a problem is made up of only part of the cards of a deal, and five or six tricks complete its play. Or, as in whist perception problems (*q. v.*), all the cards of one hand are shown, together with the first five or six tricks of the play, and the student is asked to place the rest of the cards and give the correct order of their play.

The late Frederic H. Lewis (*q. v.*) was the first to bring double-dummy problems to perfection, and W. H. Whitfeld (*q. v.*) is the greatest living constructor of such problems to-day. In perception problems an American, Charles M. Clay (*q. v.*), stands at the head. (See, also, "Duke of Cumberland's Famous Hand," and "Vienna Coup.")

A lover of whist has a refuge against dull and lonely hours, for the solving of whist problems is a most fascinating occupation, exercising all one's ability as a whist-player, bringing out the subtle points of the play, and stimulating interest in the game.—*Harriet Allen Anderson* [*L. A.*], "*Home Magazine*," *July, 1895.*

All the trumps are out, A has the lead, and wins every trick. How does he do it? A's hand: Diamonds—ace, queen, knave, six, five, four, three. Y's hand: Diamonds — king, eight; clubs—ace, king, queen, ten, nine. B's hand: Diamonds—seven, two; clubs—eight, seven, six, five, four. Z's hand: Diamonds—ten, nine; hearts—ace, queen, seven, six, five.—*Westminster Papers* [*L+O.*], *November 1, 1878.*

Suppose three hands of cards, containing three cards in each hand. Let A name the trump, and let B choose which hand he pleases. A, having his choice of either of the two other hands, wins two tricks. Clubs are the trumps. First hand—ace, king, and six of hearts; second hand—queen and ten of hearts, and ten of trumps; third hand—nine of hearts, and two and three of trumps. The first hand wins of the second, the second wins of the third, and the third wins of the first.—*Hoyle* [*O.*], "*Treatise on Whist.*"

I do not place very much value on the capacity which enables a man to work out double-dummy problems without fail, when I consider the application of this capacity for whist. The two cases are entirely different, and bring into play entirely different mental powers. A problem at dummy requires quiet calculation; whist-playing requires a quick calculation of probabilities from the evidence before you, and an acute perception as to whether this evidence is genuine or false.—*A. W. Drayson* [*L+A+*], "*The Art of Practical Whist.*"

Proctor, Richard Anthony.—Professor Richard A. Proctor, the distinguished astronomer, mathematician, and whist author, was born in Chelsea, England, on March 23, 1837, the fourth and youngest son of William Proctor, a solicitor. His childhood was marked by frail health and studious tastes. In 1854 he became a clerk in the London and Joint Stock Bank, but the following year the opportunity of a university education offered itself, and he entered the London University, and a year later St. John's College, Cambridge. He was married after completing his second university year, and graduated as twenty-third wrangler in 1860. He then read law for a time, but abandoned it for science in 1863, and devoted himself to the study of astronomy and mathematics, as a distraction for his overwhelming grief at the loss of his eldest child. His first contribution to literature was his article on the "Colors of Double Stars," published in 1865, in the *Cornhill Magazine*, and in the same year he published his celebrated monograph on "Saturn and his System." The reputation it won enabled him to make literature his profession, when the failure, in 1866, of a New Zealand bank, in which he was a considerable share-

holder, left him entirely dependent upon his own earnings. For five years, he tells us, he did not take one day's holiday, so unceasing was his drudgery. His "Handbook of the Stars," published in 1866, and his "Constellation Seasons," and "Sun Views of the Earth," which followed, helped to still further extend his reputation. He taught mathematics for a time in a private military school at Woolwich. In 1873 he accepted a proposal for a lecturing tour in the United States, resigning an honorary secretaryship to the Royal Astronomical Society in order to be at liberty for the engagement. His success as a lecturer was pronounced from the start, and greatly enhanced his popularity. He made a second tour of the United States, and on the death of his wife, in 1879, he traveled and lectured in Australia. Returning to the United States, he was married, in 1881, to Mrs. Robert J. Crawley, a widow with two children, and settled at St. Joseph, Mo., her home. In the same year he founded the successful scientific periodical, *Knowledge*, in London, and continued also to contribute to other periodicals.

In 1887 he removed his household and his astronomical observatory to Orange Lake, Florida, and in September of the following year he was taken ill while on his way to England to attend to some business matters. He did not get further than New York, his disease being there pronounced yellow fever, which was then epidemic in Florida. He died in the Willard Parker Hospital on September 12. His malady was, however, pronounced malarial hæmorrhagic fever by his friends. The "Dictionary of National Biography" says of him:

"Among his many gifts that of a lucid exposition was the chief, and his main work was popularizing science as a writer and lecturer. Yet he was no mere exponent. The highest value attaches to his researches into the rotation period of Mars, and to his demonstration of the existence of a resisting medium in the sun's surroundings by its effect on the trajectory of the prominences. His grasp of higher mathematics was proved by his treatise on the Cycloid, and his ability as a celestial draughtsman by his charting 324,198 stars from Argelander's 'Survey of the Northern Heavens' on an equal surface projection. Many of his works were illustrated with maps drawn by himself with admirable clearness and accuracy. Versatile as profound, he wrote in *Knowledge* on miscellaneous subjects under several pseudonyms, and was proficient in chess, whist, and on the piano-forte."

He wrote and published fifty-seven books in all, including his celebrated "Other Worlds Than Ours," "The Borderland of Science," "Our Place Among Infinities," "Myths and Marvels of Astronomy," "Other Suns Than Ours," and "Half-Hours With the Stars."

His two books on the game, "Home Whist," and "How to Play Whist," won for him a high place as a whist authority. Of the latter work he says, in the preface: "The following chapters on the theory and practice of whist originally appeared in *Knowledge*, and there had the advantage of the criticisms and suggestions of some of the finest exponents of the game. These criticisms have, in many cases, led to important modifications and improvements. The treatise has no claim to novelty as regards whist principles; in fact,

outside of the modern signaling system, and the absolute rejection of the singleton lead, there is very little difference between the whist of to-day and the whist of Hoyle and Mathews." He was an advocate of the long-suit game and the old system of leads, and while opposed to modern conventions and signals, recognized the necessity of learning them, in order to play whist successfully.

Mr. Proctor's book contains forty games, carefully annotated. Eight of these are original, actual hands supplied by that fine player, the late F. H. Lewis, accompanied by his own interesting and valuable notes. The manual is one that should be in the hands of every real student of the noble game.—"*The Whist Table.*"

James Innes Minchin, in the *Academy* for 1885 (volume 27, page 128), considers that Mr. Proctor's method of treating the leads, while not so easy, perhaps, for the learner as the author considers it, is one well calculated to impress *the meaning of the leads.* The learner, under older methods, is apt to consider the proper leads empirical, "whereas, in fact, they are founded on principles evolved from the long experience of whist-players, which only personal experience can enable the tyro to grasp."

He [N. B. Trist] also played a whole afternoon with the late Richard A. Proctor, the celebrated astronomer, a writer on whist of some repute, and a genial gentleman. His play did not come up to Mr. Trist's expectations; he had a singular way of sorting his cards by putting each suit separately between the fingers of his left hand. This habit certainly denoted an unsuspicious disposition, for any one at the table could count the number of cards in suits as sandwiched between his digits.—*C. S. Boutcher* [*L. A.*], "*Whist Sketches,*" *1892.*

Richard Anthony Proctor was an enthusiastic whist-player, whose talents at the game were not inconsiderable, though they might have been enhanced had he joined in one of the established clubs of London in playing with experts worthy of association with him. * * * [He] was for some time a supporter of the latest developments, and of the ideas of the Americans, but he gradually altered his position until he rejected them altogether, with fierce expressions of scorn, as "fads."—*W. P. Courtney* [*L+O.*], "*English Whist.*"

Progressive Duplicate Whist.—See, "Duplicate Whist, Progressive."

Progressive Fours.—Teams of four players each, which play against each other in a progressive duplicate whist match. (See, "Duplicate Whist, Schedules for Playing.")

Progressive Pairs.—In a progressive duplicate whist match the pairs which participate and play, in accordance with a schedule arranged in a manner which establishes records for pairs. (See, "Duplicate Whist, Schedules for Playing.")

Progressive Whist. — See, "Drive Whist."

Protective Discard.—The discard from a long suit, in order to keep intact the small cards which guard higher cards in weak suits.

"Prussian Whist."—One of the nineteen or more variations or offshoots of whist which have been traced up to date. "Prussian whist" is ordinary whist, with this difference: The dealer does not turn up the last card dealt for trump, but the eldest hand, or leader, cuts a trump from the still pack, which the third hand shuffles and presents for that purpose. This eliminates from the game the knowledge of any trump in the hand of the dealer, and the influence which such knowledge has on the play.

Pseudonyms of Whist Authors.—Fictitious names, abbreviations, or initials under which writers on whist wrote and published their articles or books. Here is a list of the more familiar pseudonyms thus

employed, together with the names of the authors who assumed them, from the time of Hoyle down to the present day:

"Admiral."—James Burney.
"Aquarius."—L. d'A. Jackson.
"Bob Short." — Anne Lætitia Aikin.
"Cælebs."—E. A. Carlyon.
"Cam."—Waller A. Lewis.
"Captain Crawley."—George F. Pardon.
"Cavendish."—Henry Jones.
"Five of Clubs."—Richard A. Proctor.
"G. W. P."—George W. Pettes.
"Lieutenant-Colonel B."—H. C. Bunbury.
"Major A."—Charles B. Coles.
"Major Tenace."—George W. Bailey.
"Mogul."—Matthias Boyce.
"Pembridge."—John P. Hewby.
"Portland."—James Hogg.
"Trump, Jr., A."—William P. Fetridge.
"Trumps." — William Brisbane Dick.

Quackenbush, Earle C.—A well-known teacher of whist in Washington, D. C., where he is also one of the leading players of the Capital Bicycle Club. Mr. Quackenbush was born at Marietta, Ohio, in 1867, and has played whist from his youth up. He began to study the game scientifically about the year 1892, when he joined the above-mentioned club. He does not teach whist professionally, being engaged in the real estate business. He was persuaded to take up teaching, as a side issue, in 1894, at the solicitation of personal friends.

Quart.—Any four cards in sequence.

Quart Major.—The highest four cards in sequence; the ace, king, queen, and jack of any suit.

Queen.—The third highest card in the pack; one of the honors, court cards, or face cards.

According to the old leads, queen is led only from queen, jack, ten, with or without others, except in cases of forced leads, when it is also led from queen, jack, and one small one; from queen and two others, not including jack, and from queen and another, whatever it may be.

In the system of American leads, the lead of the queen indicates a suit of five or more; but the queen-leads collectively have been considered the least satisfactory, because of the uncertainty of the information as to character of suit conveyed upon the first round. The original lead of queen may mean any one of three combinations, viz., ace, king, queen—more than four in suit; king, queen—more than four in suit; or queen, jack, ten—four or more in suit. The Hamilton modifications (accepted by many first-class players) simplify the queen-leads by leading ten instead of queen from queen, jack, ten; and in order to do this they take the lead of ten away from the king, jack, ten combination and lead fourth best from it instead. (See, "Hamilton Leads.")

In the Howell (short-suit) system, the original lead of queen indicates the supporting-card game, and not more than two in suit.

G. W. Pettes added to the American leads of queen two more of his own, viz., lead queen from queen, jack and two below the seven; also, from queen, jack, nine, and two or more.

When queen is led originally, the combinations may be ace, king, queen, with at least two small; or king, queen, with at least three small; or queen, knave, ten, with one or more small. In no other case is the leader's partner uncertain as to which of three combinations has been

opened. It has, therefore, been proposed —and the proposal is certainly ingenious —to lead ten from queen, knave, ten, and so to reduce the queen-leads to two. But in order to render this action effective the lead of ten from king, knave, ten, etc., must be dropped, and the lead of fourth best substituted. Then, every high-card lead will convey definite information to partner of one of two alternatives; the first lead may often decide between them, owing to the fall of the cards, or to the cards held by partner in the suit led; in default of this, the card chosen for the second lead will always decide.—"*Cavendish*" [*L. A.*], *Scribner's Magazine, July, 1897.*

As far back as February, 1884, "Cavendish" wrote to me as follows: "From king, queen, five in suit, might not queen be led? If queen wins, continue with small. This cannot be queen, knave, ten lead, or knave would be the next lead; so it must be something else, viz., king, queen, more than four in suit. * * * This may also necessitate reconsideration of leads from ace, king, five in suit. If ace is first led, then king, leader has at least three small ones; this lead has often been proposed, but at present the best players I know think the immediate demonstration of ace, king more important than the declaration of number." Although his conviction grew stronger every day that these leads were right, in fact, necessary, as adjuncts to the unblocking play, yet so great is his respect for British conservatism, that four years elapsed before "Cavendish" formally recommended them in print, which he did, "in fear and quake" (as he afterwards acknowledged) in three *Field* articles, the first appearing May 12, 1888. To his great surprise, however, his fears that these innovations would meet with violent opposition proved groundless. In the *Field* of December 28, 1889, he says: "I find that these leads are adopted all over the kingdom, not only by the minority, but by players to whom American leads are a sealed book, and who never dream of unblocking."—*N. B. Trist* [*L. A.*], *Harper's Magazine, March, 1891.*

Quint.—Any five cards in sequence.

Quitted.—A trick gathered and turned down on the table is quitted as soon as the fingers are removed from it. At duplicate whist, it is quitted when each of the four players has turned down and removed his fingers from the card played by him.

According to the American code (section 37), where a trick has been turned and quitted it must not again be seen until after the hand has been played, and a violation of this law subjects the offender's side to the same penalty as in case of a lead out of turn—*i. e.*, a suit may be called from him or his partner the first time it is the turn of either of them to lead. The English code (section 91) allows any player to see the last trick turned. Previous to the enactment of this code, in 1864, however, there seems to have been a distinction made between long and short whist, in regard to this point. At short whist the player was not allowed to see the last trick. Deschapelles, in his laws, said: "You cannot insist upon seeing the last trick upon the principle recognized at long whist."

There has been no real improvement in whist since the time of Mathews, and I believe there never will be as long as the most pernicious custom of allowing a man to look at the last trick exists.—"*Pembridge*" [*L+O.*], *Westminster Papers, December 1, 1878.*

The continued existence of the rule which allows a player "to see the last trick turned" is greatly to be deprecated. It tends to foster a spirit of inattention to the game, and to discourage the energies of the student of the game who follows the fall of the cards with fitting keenness of observation. * * * Francis Paget Watson, in his treatise on "Short Whist," went so far as to say, "You cannot demand the sight of the last trick at short whist; the longs sanctioned it, and continue to do so," and Watson justly adds: "It is a mockery upon the game, which implies the greatest attention as it proceeds, and the sooner it is altogether got rid of the better."—*W. P. Courtney* [*L+O.*], "*English Whist.*"

In the first edition of "The Art of Practical Whist" I referred to the great annoyance caused by unobservant players, who were perpetually wanting to look at the last trick, and I regretted that law 91, English code, existed. The first club that put a penalty on looking at the last trick was, I believe, a whist club at Melbourne, Australia. Any player asking to look at the last trick was fined sixpence. By the American code, law 37,

"when a trick has been turned and quitted it must not again be seen until after the hand has been played. A violation of this law subjects the offender's side to the same penalty as in case of a lead out of turn." This law is a great improvement on law 91, English code, and it is to be hoped that means may be found for adopting the American law in the English game.—*A. W. Drayson* [*L+A+*], "*Whist Laws and Whist Decisions.*"

"Railroad Whist."—Whist as generally played by travelers on railroad trains to while away the tedium of a journey; whist played rapidly and without strict adherence to the rules and niceties of the game. In making up a table on the train, a very miscellaneous assortment of players frequently comes to the surface, and the whist played consequently does not rank very high. In many instances it is downright bumblepuppy, as "Cavendish" discovered, much to his amusement, during his first visit to this country. He took the trouble to jot down a hand in which he participated on a train between Grand Haven and Detroit, August 8, 1893, and it was published in the November number of *Whist*, together with his humorous description of the scene, as follows:

Affable Stranger (afterwards Mr. North)—Play whist, sir?

Self—Yes, I play a little, sometimes.

A. S. (only two initials)—We have three players on board, and—

Self—Oh! I shall be pleased to make up.

A. S.—Pleased to meet you, sir. My name is North.

Self (stands up and shakes hands)—Pleased to meet you, Mr. North. My name is Jones.

North—Pleased to make your acquaintance, Mr. Jones. (Self is introduced to Messrs. East and South. Usual formula, handshaking, pleased to make your acquaintance, etc.). We put in a pretty tough game, I guess; run long suits, play calls and echoes any way. We go by G. W. P., most times. We do not agree with the latest "Cavendish" notions.

Self—Oh! indeed. I am afraid I shall be no match for you. (All sit down to the table). Do we cut for partners?

North—No, play as we are.

Self—Very good. Shall we cut for deal?

North—Oh! no. Any one begins dealing. I'll deal. (Begins.)

Self—Excuse me, I have not cut the cards.

North—We never cut. Just take the deck as it is.

Self—I see; saves time. Very well; good idea. (North completes deal and throws down a heart.)

[Then follows the hand, in which "Cavendish" (west) plays the Deschapelles coup. The score is love-all; hearts trumps, and east leads; the underscored card wins the trick, and the card below it is the next one led:]

Tricks.	East.	South.	West.	North.
1	3 ♠	9 ♠	Q ♠	K ♠
2	5 ♠	J ♠	2 ♠	A ♠
3	4 ♢	K ♢	A ♢	2 ♢
4	♡ J	♡ 5	♡ 4	♡ 2
5	6 ♢	3 ♢	Q ♢	7 ♢
6	♡ 8	♡ 6	♡ K	♡ 3
7	♡ 9	♣ 4	♡ A	♡ 10
8	6 ♠	5 ♢	4 ♠	♡ Q
9	7 ♠	9 ♢	♡ 7	J ♢
10	♣ 2	♣ A	♣ K	♣ 7
11	♣ Q	♣ 10	♣ 3	♣ J
12	10 ♠	♣ 6	♣ 5	8 ♢
13	8 ♠	♣ 9	♣ 8	10 ♢

Score: N-S, 4; E-W, 9.

["Cavendish's" remarks on the play follow:]

Trick 2.—The return of the spade is terrible.

Trick 5.—The return of the diamond is equally terrible.

Trick 8.—North's best chance is not to trump this trick, but the result would be the same. South should discard another club.

Trick 10. — The Deschapelles coup. West can count only two clubs in his partner's hand. If one of these is the queen (as it happens to be), and the ace wins the king, the spades may be brought in.

The Deschapelles coup can be defeated by a good player, if he refuses to win in the suit, holding the ace. The tactics of the leader are to force out a high card by leading his highest, irrespective of number. The tactics of the adversary should be to retain the commanding card until the leader's partner is exhausted. If in the above case south lets the king of clubs go he brings in the clubs, and the result would be, north-south, 6; east-west, 7. If south had kept another diamond at trick eight he could have brought in his partner's diamonds, in case of his holding smaller clubs than ten, nine. The precise value of south's clubs in actual play is not known, as the last two tricks were thrown down.

What is termed "railroad whist" can be summed up in one brief sentence: "Hurry up and deal, hurry up and play." —*Charles S. Boutcher* [*L. A.*].

"Do you play whist, sir?" inquired an individual of most respectable appearance, who, cards in hand, approached a gentleman enjoying his cigar at the rear of the smoking-car. "Certainly," was the reply. "All right. Will you join the table? We want one more." "Do you all play a good game?" asked the gentleman. "Oh, yes; they're all first-rate. We always play on the train; sometimes all the way to New York!" "I would enjoy a good game," said the gentleman, "but allow me to ask, as there is a difference of opinion upon these matters, do you play the call and echo, and hold the twelfth and thirteenth for a purpose?" "The what?" asked the puzzled applicant. "Do you sometimes finesse ace, knave, or throw the lead to save the tenace?" "The which?" "Do you make your leads from long suits, and give special attention to the management of trumps?" "Oh! yes, yes! I understand now. We cut for trump, and then chuck it into the pack and deal."—*G. W. Pettes* [*L. A. P.*], "*American Whist Illustrated.*"

It is notorious that railroad whist is invariably learned by ear and played by main strength, and although its devotees aver that in its weakening effects upon the mind it is not to be compared to the habitual perusal of the evening newspapers, yet the fact remains that in its present form it has become an intolerable nuisance to the rest of the world. Comment upon the use of "singletons," "double ruffs," and false cards (the principle being that you thereby deceive two enemies and only one friend) is perhaps unnecessary; while so far as a revoke is concerned, it is generally agreed that the disgrace lies in being caught. In railroad whist, or "whiz," as it might more properly be called, it is a cardinal axiom to play as rapidly as possible, and thereby cover up occasional mistakes. * * * But this is small beer compared with the railroad trump signal. * * * As at Waterloo, it is who shall pound the hardest. Given a smoking car, with six games of whist in progress, and the "thump" signal, as it has been felicitously named, becomes a perpetual source of annoyance and alarm to timid people and nervous old gentlemen.—*Harper's Weekly, May 30, 1896.*

Rank.—Size or value; as, the rank of the cards at whist. The king, for instance, is a larger and more valuable card than the queen, and consequently ranks higher.

Re-Entry, Card of. — A card which will win a trick, and enable the player to regain possession of the lead.

Reform Club.—A famous London club in which whist has flourished for the past fifty years. It was at this club that General Grant played and won a rubber against some of the finest players of the

day, while being entertained on his journey around the world.

Refusing a Force.—Declining to trump a trick when able to do so and opportunity offers. It means that you want trumps led, or are trying to place the lead, or want to save the thirteenth trump, with which to regain the lead at the proper time (having no card of re-entry) and bring in your suit.

Refusing a force depends on your hand, and especially on your partner. It is generally received as an axiom that you should never refuse a deliberate force from a good player.—*R. F. Foster* [*S. O.*], "*Whist Tactics.*"

Rejoué.—A name for duplicate whist, adopted by R. F. Foster, but not generally used.

The theory of duplicate whist, or *rejoué*, as we shall in future call it, is that the play of each of the competitors, be they clubs, teams, pairs, or individuals, shall be contrasted with that of the others, by giving to each the same cards, with the same advantages or disadvantages of position at the table, an equal number of times.—*R. F. Foster* [*S. O.*], "*Duplicate Whist and Whist Strategy*," *1894*.

Renounce.—To renounce is not to follow suit, but to discard from a plain suit instead. A renounce is proper if you have none of the suit renounced; but having the suit, and failing to follow suit from it, constitutes the revoke. In the English game, in order to guard against the revoke, a player is allowed to ask his partner whether he has any of the suit renounced. In the American game no such question is permitted, for reasons which are given under "Revoke." In duplicate whist (law *g*), a player may ask his adversaries if they have any of the suit renounced; but the question establishes the revoke, if it is his partner who has renounced in error.

When your partner renounces a suit, never fail to ask him whether he is sure that he has none of it. If he revokes, and you have neglected this precaution, the fault is as much yours as it is his.—*James Clay* [*L. O+*].

Returning the Lead.—Leading back the suit led, particularly your partner's. It is highly important to inform the latter of your strength or weakness in the suit, in order that he may calculate how many cards in it the adversaries hold. It is a universally accepted rule to lead him back the lowest, if you held originally four or more, and the highest if you held originally but three. Holding the master card you return it to him first of all, irrespective of the number you hold. Holding second and third best, return the second best. Unless you have trump strength enough to lead them, or hold the master card in partner's suit, it is well to lead from your own best suit, and thereby indicate it to him, before returning his original lead.

Of course, if partner is making a forced lead, or leading from evident weakness, you do not return his lead, but play your own hand.

Not a word is said about returning partner's lead by Hoyle, which would seem to indicate that there was no general rule in his day, and that the idea of partnership in the game was not yet fully developed. Payne, who published his "Maxims" shortly after Hoyle's death, gives but three lines to this important subject. Writing in 1770, he says: "In returning your partner's lead, play the best you have when you hold but three originally." He does not say what the player is to do when holding more than three, and "Cavendish" thinks that from his curt way of putting the matter, no serious value was attached to the proposition.

Mathews, in 1804, is also very brief, saying: "With three, return the highest; with four, the lowest of your partner's lead." Neither does he give any reason for this advice.

It was not until after the middle of this century that the theory of returned leads, or returning partner's lead, emerged from this crude and unsatisfactory condition. There is no reference to it in Bohn's "Hand-book of Games," published in 1850. "Cælebs," in 1858, has the following observation: "With less than four originally of partner's aggressive lead, there is rarely any profit in finessing; in any event, the next highest should generally be returned." "Cavendish" interprets this to mean: "Having three of partner's suit do not finesse, and, having played highest, return the higher of the two remaining. The word 'generally,' however, shows there was no constant rule in 1858, even at the Portland Club, from which the author dates."

It remained for "Cavendish" ("Laws and Principles of Whist," 1862) and Clay ("Short Whist," 1864) to lay down and explain a positive rule for the return of partner's lead. "Cavendish," in *Whist* for April, 1897, in commenting on Clay's remarks on the subject, says: "He [Clay] gives the rule, return highest of three, lowest of four, and notes the exception in the case of holding the winning card, when it is to be returned irrespective of number. He then proceeds: 'The foregoing is, of all similar rules, to my mind the most important for the observance of whist-players.' He next gives the theory, and explains how 'careful attention to this rule * * * assists your partner to count your hand.' It seems strange that up to this period writers on whist either ignored such an elementary rule altogether, or put it as one to be observed in a casual sort of way, or stated it briefly and without comment.

"But the rule is not without exceptions, and it may be that a perception of possible exceptions induced caution. It is proposed now to examine what are believed to be all the exceptions.

"The winning card is of course returned without regard to number. This is so obvious, if you want to win tricks, that it can hardly be deemed an exception.

"Holding second and third best and a small one, the return is the second best, for two reasons: by keeping the high cards, partner's suit may be blocked if he led from more than four; or, if partner led from a long suit of weak cards, the return of the small card may allow fourth best and best to make against. It is perhaps a stretch of language to call this mode of play an exception.

"When partner's lead is small from a suit of more than four, if you held four originally, including cards that may block, return the highest. Thus: north's lead is a three, second hand plays four; south plays king; fourth hand plays seven. In the course of play, all the trumps come out, and it is clear that neither east nor west would have been justified in commencing a trump call in north's suit. North may, therefore, be credited with the two of his suit, and with having led from five. It is now south's lead. His original holding was king, knave, ten, five. He should return the knave. To complete the illustration, suppose north's original holding was queen, eight, six, three, two; that east, having played the four, remains with ace, nine; that north has no card of re-entry out of his own suit;

and that south has a card of re-entry in a suit east will probably lead.

"A variant of this is when second hand has renounced north's original lead. It may then be right to return a strengthening card with more than two of the suit remaining. This will generally be a question of judgment, and no rule can be laid down.

"When partner's lead is a high card, unblocking with four in suit commences on the first round. It should, nevertheless, be borne in mind that the highest of those remaining has to be returned, second round. This is such a well-known rule of play, that perhaps the word 'exception' hardly applies.

"There is one other exception which is concerned with the trump suit mainly, if not altogether. It is this: Having an established suit of which partner holds none, if partner leads a trump, and you have a possible card of re-entry in trumps, and not in any other suit, with three trumps originally, return the small trump, For example: North leads say diamonds from ace, queen, knave, nine, with or without small. All follow suit to the ace. To the diamond next led, south plays ten (showing he has no more diamonds), and fourth hand wins with king. Spades being trumps, west now leads hearts or clubs; south obtains the lead, and leads a small trump. North's holding is queen, knave, and one small trump; he plays knave; west wins with ace, and leads either a heart or a club, when north wins. North has no possible card of re-entry other than queen of trumps. It is so necessary for north to have the lead after the third round of trumps, that he should return the small trump.

"My aversion to rules loaded with exceptions is well known. But, of the five exceptions noted, it is doubtful whether three, being rules of play, can properly be classed as 'exceptions.' The other two are certainly exceptional, but they depend on the fall of the cards, and can only occur after the whole scheme has been declared. All whist-players know well that, at late periods of a hand, all rules of play may frequently be departed from with advantage." (See, also, "Four Signal," "Trumps, Returning," and "Unblocking.")

On partner's original lead, in plain suits, winning with as low a card as a queen, avoid (if numerically weak) returning the suit, unless holding a higher card. It is even more desirable to return an adversary's lead.—*Kate Wheelock* [*L. A.*], "*Whist Rules*," *Second Edition.*

There is scarcely any more obnoxious rule at whist than that which many good players of their own hands insist upon, that partner's lead should almost at once be returned. The player who always returns your lead at once, is more annoying even than the one who, when the right time has come for returning it, insists on keeping to his own suit.—*R. A. Proctor* [*L. O.*].

Reverse Discard.—A. W. Drayson, in the fifth edition of his "Art of Practical Whist," lays down this rule: "When discarding and wishing to give the opposite meaning to the usual discard indication, reverse the order, that is, signal, and it indicates the reverse of the usual discard."

Many of our best players who are not using Drayson's * * * reverse discard, signal to show strength in that suit. —*Kate Wheelock* [*L. A.*], "*Whist Rules*," *1896.*

Some players use what is called the reverse discard; a signal in one suit meaning weakness in it, and an invitation to lead another. This avoids the necessity for using the good suit for signaling purposes.—*R. F. Foster* [*S. O.*], "*Complete Hoyle.*"

Revoke.—A revoke is a renounce in error not corrected in time. It

consists in playing a card of another suit while holding a card of the suit led, and not correcting the mistake before the trick is turned. To thus hold back a card that should be played, and play another in its place, subjects the player to the heaviest penalty there is in whist. The English code is particularly severe, entailing a penalty of three tricks, which the non-revoking players may exact in any one of three different ways. The American code provides for a penalty of two tricks to be taken from the revoking side and transferred to the score of the non-revoking players. The revoke must be claimed before the cards are cut for the next deal. In duplicate whist a revoke cannot be claimed after the last trick of the deal in which it occurred has been turned, and the scores of that deal have been recorded.

We have no hesitation in declaring that there is no circumstance which tends to more confusion in whist than a revoke. It is altogether repugnant to the principles of the game. This fault requires a severe chastisement.—*Deschapelles* [*O.*], "*Laws*," *Section 8.*

A player revokes when he fails to follow suit, though able to do so, or when he refuses to comply with a performable penalty. The term is generally confined to trumping a suit of which the player still holds one or more cards.—*Val. W. Starnes* [*S. O.*], "*Short-Suit Whist.*"

Revokes are not half so frequent as they were when players relied on their partners to help protect them by asking if they had no more of the suit. Self-reliance is a much greater protection from error than reliance on others.—*Cassius M. Paine* [*L. A.*], *Whist, December, 1894.*

I am aware of the fact, however, that sometimes people have queer notions about the morality of certain things done at the card-table. For instance, both Deschapelles and Carlyon contended that one could not revoke on purpose, but after having done so inadvertently it was perfectly proper to make a second or third revoke in order to conceal the first.—*Theodore Schwarz* [*L. A.*].

By the English code, either of three penalties may be enacted for a revoke, viz.: the non-revoking players may add three to their score, they may deduct three from the score of the revoking players, or they may take three tricks from the revoking players and add them to their own. By the American code, law 30, there is only one penalty, viz.: the "transfer of two tricks from the revoking side to their adversaries." This, again, is a considerable reduction of the penalty, and in more than one instance may be no penalty at all. For example, suppose both sides are at the score of four. One side wins three by cards, hence wins game, the value of the game being three; but it is found the other side has revoked. The revoking side in no way suffer for this revoke, as the adding of two tricks makes no difference. This would also hold good if the revoking players were at any other score, and the non-revoking players won game without the aid of the penalty for the revoke. Considering how frequently a revoke fails to be discovered, I think the penalty should be very severe.—*A. W. Drayson* [*L+A+*], "*Whist Laws and Whist Decisions.*"

We now come to an important point: the penalty for revoking, which General Drayson thinks too lenient. That it is less severe than the English, results from two causes: (1) Because the committee, following as they did all through the revision, the line of simplification, did away with all optional alternative penalties; (2) because it was decided that compensation should be given for the withdrawal of the right which a player formerly had of asking his partner whether he had any of the suit renounced by him—a nerve-trying nuisance which we were glad to have the opportunity to abate. I can well understand, however, that this right must stand where the short, honor-counting game is played, for a detected revoke must, in a majority of cases, be equivalent to the loss of the game. The committee having decided to adopt but one penalty, and that a reduced one, the question arose, which one should it be? The one providing for the deduction of points from the score of the offenders was dismissed as being bad legislation to interfere with vested rights, and savoring a little too much, in just such a case as given by General Drayson, of vindictiveness, by sanctioning the generally reprobated act of "striking a fellow when he is down." Of the two remaining penalties (and after serious opposition) the one providing for the transfer of two tricks was adopted. In my opinion, much the better penalty would have been the adding of two points to the score

of the non-offending side.—*N. B. Trist* [*L. A.*], *Whist, August, 1895.*

A revoke is a renounce in error not corrected in time. A player renounces in error when, holding one or more cards of the suit led, he plays a card of a different suit.

A renounce in error may be corrected by the player making it, before the trick in which it occurs has been turned and quitted, unless either he or his partner, whether in his right turn or otherwise, has led or played to the following trick, or unless his partner has asked whether or not he has any of the suit renounced.

If a player corrects his mistake in time to save a revoke, the card improperly played by him is liable to be called; any player or players, who have played after him, may withdraw their cards and substitute others; the cards so withdrawn are not liable to be called.

The penalty of revoking is the transfer of two tricks from the revoking side to their adversaries; it can be enforced for as many revokes as occur during the hand. The revoking side cannot win the game in that hand; if both sides revoke, neither can win the game in that hand.

The revoking player and his partner may require the hand, in which the revoke has been made, to be played out, and score all points made by them up to the score of six.

At the end of a hand, the claimants of a revoke may search all the tricks. If the cards have been mixed the claim may be urged and proved, if possible; but no proof is necessary, and the revoke is established, if, after it has been claimed, the accused player or his partner mixes the cards before they have been examined to the satisfaction of the adversaries.

The revoke can be claimed at any time before the cards have been presented and cut for the following deal, but not thereafter.—*Laws of Whist* (*American Code*), *Sections 28–33.* (See, also, English Code, Sections 71–82.)

Rheinart, John. — A distinguished whist-player and disciple of Deschapelles. He was born in Alsace-Loraine in 1819, and received his education in part at the College of Metz. Later he attended the gymnasium of Treves, and, having decided to study for the bar, he became a student at the law school in Paris. He remained in that city eighteen years, practicing his chosen profession. While a student at the law school he accidentally happened to cut into a table at whist where Deschapelles was one of the players, and at once attracted the attention of the great master, who, conceiving a liking for him, took considerable pains in coaching him upon the game, and finally was wont to choose him as a partner in some of his important matches. Mr. Rheinart stated in after years that he never had any interest in the stakes which were played for, but that Deschapelles was in the habit of making heavy bets upon the game. In the course of a reminiscence, published in *Whist* for July, 1891, he speaks as follows of his first introduction to the game: "With his permission, I watched daily Deschapelles's play, read what he had written on whist, and frequently asked for information when the coup was too mysterious for my understanding. In his explanation, which he very cheerfully gave, he displayed so much clearness, shrewdness, and originality that my enthusiasm for the game was awakened, and I became a whist-player."

In 1848 Mr. Rheinart became involved in French politics to an extent which, upon the establishment of the empire, made it convenient for him to withdraw from his native land. He thereupon came to America in 1850, and returned home in 1851; but in 1852 he came again, and settled in Washington county, Iowa, where he continued the practice of law, becoming a leader of the bar of his State and amassing a comfortable fortune. In 1878 he revisited Paris, as one of the United States Commissioners to the World's Fair. In 1880 he retired from the practice of his profession and removed to Milwaukee, where he became a member of the Milwaukee Whist Club. He at once took an active and leading

part in its affairs, and probably did more than any other man in bringing its members up to the high standard of play which they held in the eighties. With Eugene S. Elliott and H. M. Northrup, he constituted the first committee on amusement of the Milwaukee Whist Club, which committee inaugurated the first whist tournament known to the game, in 1880, and this tournament resulted in the formation of the American Whist League eleven years later, when the enthusiasm of the Milwaukee players made a national tournament or congress possible. The Milwaukee Club was, in 1880, the only exclusive whist club in the world.

Mr. Rheinart's health failing, he removed to California, in 1892, settling at Los Angeles. There his wife died June 24, 1893, and there he himself also passed peacefully away on April 21, 1894.

As a partner and follower of Deschapelles, Mr. Rheinart's style of play becomes a matter of special interest to whist-players, reflecting as it did that of his illustrious mentor. Eugene S. Elliott, who was intimately associated with him in the Milwaukee Whist Club, informs us that "Mr. Rheinart was well up in the modern game, but did not hesitate to violate any of its rules when occasion required. He had," continues Mr. Elliott, "an almost perfect whist memory, and a remarkably accurate judgment. Ordinarily he would lead from his long suit, in accordance with modern play, though I do not know that he was an admirer of the fourth-best leads. When playing with a partner of that school he would ordinarily adopt them, however. With a fair suit of trumps, and a weak plain suit, a favorite lead of his was from knave singleton, or knave and one, and he rarely led knave except under such conditions."

Charles S. Boutcher, who played against him at Milwaukee, in 1891, says of him in "Whist Sketches:" "Mr. Rheinhart is the Nestor of the Milwaukee Club, which accords him the rank of its best player. In his whist-play he follows the well-established principles of the game as to the establishment of long suits, etc., but he will not tie himself down to the modern requirement of uniformity in the original lead. He will deviate when, in his judgment, the interest of his hand demands it, but his departure in this regard is that of the expert, and not the tyro, who has no deeper purpose than the hope of a ruff. Mr. Rheinart has a rare faculty of reading the combinations he is contending against, and he exercises great skill in directing the forces in his hand to meet them. This insight into strategic situations makes him a most formidable opponent, and the ordinary player who follows conventions, or otherwise, has no show in a sitting against him. Personally, Mr. Rheinart is an accomplished gentleman to meet, with the courtesy of his race, but which with him is part of his genial nature, and spontaneous. Apart from his most interesting whist career, he is an affable and fascinating man to meet."

R. F. Foster took down a number of hands played at Mr. Rheinart's table, at the first congress of the American Whist League (Milwaukee, 1891), and one of these hands is published, with comments by Mr. Boutcher. Hearts are trumps. A (W. W. Wright) and B (John Rheinart) are partners, against Y (C. D. P. Hamilton) and Z (C. S. Boutcher). The underlined card wins the trick, and the card under it is the next one led:

Tricks.	A	Y	B	Z
1	♣ 4	♣ 3	♣ J	♣ K
2	♡ K	♡ 3	♡ 5	♡ 2
3	3 ◇	2 ◇	K ◇	4 ◇
4	♡ 7	♣ 6	♣ 5	♣ A
5	6 ◇	A ◇	8 ◇	10 ◇
6	9 ◇	5 ◇	J ◇	♡ 4
7	4 ♠	♣ 9	♣ Q	♣ 2
8	♡ 6	♡ 10	♣ 8	♣ 10
9	Q ◇	7 ◇	♡ 9	♡ Q
10	6 ♠	2 ♠	3 ♠	♣ 7
11	7 ♠	8 ♠	9 ♠	A ♠
12	♡ J	J ♠	10 ♠	5 ♠
13	♡ A	K ♠	Q ♠	♡ 8

Score: A–B, 6; Y–Z, 7.

Mr. Boutcher's comments were:

Trick 1.—The original lead of the singleton by A is a good illustration of the tactics so popular with these old-school players of the Milwaukee Club. * * *

Trick 4.—A gets in a little trump.

Trick 6.—Y reads the queen of clubs with B, and the best diamond with A, and the strength of trumps against them, as Z showed but four by the lead of two. To return the trump would be fatal. The lead of the diamond, to be taken by Z, who in turn must return a club, throwing the lead into B's hand, that he may lead a club or a spade —this was Y's intent.

Trick 8.—A and B failed to take in the situation here, and played as Y had hoped they would when at trick six he led the five of diamonds. B should unquestionably have led the nine of hearts through Z, reading the probable tenace with A over Z. Y could not have strength of trumps, or he would most likely have returned the trump. Had B led the nine of hearts here A–B would have scored two by cards. A, however, could still have saved the odd trick from the wreck had he properly trumped with the knave. The six must lose if Y had a trump.

Trick 10.—A should have trumped this thirteener, drawn the last trump from Z, and trusted to B taking the needed trick in spades.

Trick 11.—Z leads the ace of spades to make the odd, as A must have just one spade.

A much better example of Mr. Rheinart's play, and one that does his whist genius greater justice, is kindly furnished us by Mr. Foster from his records, as one of the very best in his collection. It is a hand at straight whist, five points up, played at the Milwaukee Whist Club, April 17, 1891. Rufus Allen (A), and Eugene S. Elliott (B) were partners against R. F. Foster (Y) and John Rheinart (Z). The score stood: A–B, 4; Y–Z, 0. The three of hearts was turned by Z; A led, and the play was as follows:

Tricks.	A	Y	B	Z
1	Q ◇	K ◇	2 ◇	5 ◇
2	♣ 3	♣ 6	♣ K	♣ A
3	♡ 5	♡ 2	♡ 4	♡ A
4	♡ Q	♡ 6	♡ 9	♡ 3
5	J ◇	2 ♠	3 ◇	A ◇
6	♣ J	♣ Q	♣ 4	♣ 10
7	♡ K	♡ 7	♡ J	3 ♠
8	4 ◇	8 ♠	7 ◇	10 ◇
9	♣ 5	♣ 7	8 ◇	♣ 2
10	♣ 8	♣ 9	9 ◇	6 ◇
11	4 ♠	A ♠	9 ♠	6 ♠
12	5 ♠	♡ 10	10 ♠	7 ♠
13	K ♠	♡ 8	J ♠	Q ♠

Score: Y–Z, 5 by cards and game.

Foster's comments on the hand are as follows: "B's play of king second hand is Milwaukee style. Z's trump-lead shows the master. At trick six A covers with the imperfect fourchette. At trick eight Y knows he must lose a club trick, unless Z can get in again to lead the club deuce (marked in his hand), through A's guarded eight. Z's discard of a spade, at trick seven, marks him with a possible trick in diamonds."

Concerning Mr. Rheinart's play in general, Mr. Foster says: "In my opinion, John Rheinart was in advance of his time in this country, and played what we now know as 'common sense' whist. We were too much wrapped up in 'Cavendish' and American leads to appreciate him while he was among us." Speaking of him personally, Mr. Elliott says: "He was a man of rare culture, of wide reading, a gentleman by birth, instinct and education, and a man who would have taken a prominent place in any community."

Rhyming Rules.—There was published in France, about 1854, a set of whist rules in verse, entitled "Principes Généraux du Jeu de Whist," in which the second rule was stated as follows:

Montrez au partenaire en quoi vous êtes fort,
Et mariez vos jeux d'un mutuel accord.

These verses were said to have been written by a general of artillery, and it has been surmised that it may have been General Baron de Vautré, the author of the "Génie du Whist."

The celebrated English "Rhyming Rules," by Dr. William Pole, were first published as prose maxims, in March, 1864. They were printed on a card and entitled, "Pocket Precepts." The idea of the rhyming form, later adopted, was taken from the French composition above alluded to. The "Rhyming Rules" are published in Pole's "Theory of Whist," and a still later set of "Whist Rhymes" appear in his "Philosophy of Whist." These exhibit the present English game. The "Rhyming Rules" read as follows:

If you the modern game of whist would know,
From this great principle its precepts flow:
Treat your own hand as to your partner's joined,
And play, not one alone, but *both combined.*

Your first lead makes your partner understand
What is the chief component of your hand;
And hence there is necessity the strongest
That your first lead be from your suit that's *longest.*

In this, with *ace* and *king*, lead *king*, then *ace;*
With *king* and *queen*, *king* also has first place;
With *ace*, *queen*, *knave*, lead *ace* and then the *queen;*
With *ace*, *four small ones*, *ace* should first be seen.

With *queen*, *knave*, *ten*, you let the *queen* precede;
In other cases you the lowest lead,
Ere you return your friend's, your *own* suit play;
But *trumps you must return without delay.*

When you return your partner's lead, take pains
To lead him back the *best* your hand contains,
If you received *not more than three* at first;
If you had more, you may return the worst.

But if you hold the *master card* you're bound,
In most cases, to play it *second round.*
Whene'er you want a lead, 'tis seldom wrong
To lead *up to the weak*, or *through* the strong.

If second hand, your *lowest* should be played,
Unless you mean, "trump signal" to be made;
Or if you've *king and queen*, or *ace and king*,
Then one of these will be the proper thing.

Mind well the rules for *trumps*, you'll often need them:
When you hold *five* 'tis *always* right to lead them;
Or if the lead won't come in time to you,
Then signal to your partner so to do.

Watch also for your partner s trump request,
To which, *with less than four*, play out your best.
To lead through honors turned up is bad play,
Unless you want the trump suit cleared away.

When, second hand, a doubtful trick you see,
Don't trump it if you *hold more trumps than three;*
But having three or less, trump fearlessly.

When weak in trumps yourself, don't force your friend,
But always force the *adverse* strong trump hand.

For sequences, stern custom has decreed
The lowest you must play, if you don't lead.
When you discard, weak suits you ought to choose,
For strong ones are too valuable to lose.

Pole's "Rhyming Rules" were republished in McIntosh's "Modern Whist" (Utica, N. Y., 1888), "with additions and emendations by T. D. L." A revised version, made to suit the American game, was published by John T. Mitchell, in *Whist* for November, 1892, and, with further changes, embodied in his book on "Duplicate Whist" (1897). Mr. Mitchell's version is as follows:

If you the *fin de siècle* game of whist would know,
From this great principle its precepts mostly flow:
Your first and second leads let partner understand,
Both quantity and quality of suit in hand.

With ace, king, queen, and knave, the lead's the knave or king;
With ace and king and queen, the queen or king's the thing;
With ace and king, the ace or king—the king if four,
The first of these if you have five in suit or more.

With king and queen and knave, with or without the ten,
With four lead king, with five or more the knave lead then;
With king and queen and two, the king should first be seen;
With king and queen and three, the first lead is the queen.

With queen and knave and ten, with or without the nine;
First lead the ten; with four, the queen is next in line;
But holding five or more, with knave you next proceed,
Though holding four with nine, the nine's the second lead.

With ace and queen and knave, with or without the ten,
The first lead is the ace, with queen you follow then,
If only four in suit; with five, the knave's the play;
Though holding ten alone, follow with ten, they say.

(These secondary leads are on this basis played—
Indifferent high cards to tell the tale are made;
The lower of two shows five, the higher only four;
The middle of three shows five, the lowest six or more.)

With ace and six, ace-queen or knave and three, lead ace;
The fourth best is the lead in every other case.
In trumps don't lead high from ace-king, ace-queen, ace-knave, king-queen,
Unless originally six in suit are seen.

When you your partner's plain-suit lead return, take pains
To lead him back the very best your hand contains;
That is, if you received not more than four at first;
If you had more than that, you may return the worst.

In trumps, you lead him back the best with three or less,
The worst with four or more unless you ace possess.

Your partner do not force, if you in
trumps are weak,
Unless it is quite plain a force he's tried
to seek.

Whene'er you want a lead, you'll find 'tis
seldom wrong,
To lead up to the weak, or (sometimes)
through the strong;
Still, in the course of play, you often will
find need
To twist this rule around so you can
throw the lead.

When you discard, cards from weak suits
you ought to choose,
For those in strong ones are too valuable
to lose,
But should you discard from strong suit
to guard your hand,
Then signal with the cards you throw, to
show command.

To lead through honors turned is culpably
bad play,
Unless you wish to have the trump suit
cleared away.
When adversaries try that scheme of
leading through,
Don't keep command too long, or else the
play you'll rue.

Mind well the rule for trumps, 'tis seldom
wrong to lead them—
When you hold five with one, or four with
honors two;
And if the chance to lead won't come in
time to you,
Then you must signal to your partner so
to do.

When, second hand, you hold one honor
and one small,
Don't jump in with the high unless you
mean to call;
And when, in that same place, a doubtful
trick you see,
Don't trump it if in trumps you hold
more cards than three.

But if you're fourth in hand, don't fail a
trick to take,
Because you have four trumps, and one
long suit to make.
For sequences, remember, custom has de-
creed,
That lowest of them you must play, when
not your lead.

Don't get too bad a case of the unblock-
ing craze
Or else you'll forfeit tricks in foolishest of
ways;
Retain the lowest card of four for the
fourth round,
But don't take partner's trick unless you
know your ground.

In making opening leads, select your suit
that's longest—
For cards to bring it in you may require
your strongest.
Stick closely to these rules and when you
"strike your gait,"
You'll not lose many tricks at "straight"
or "duplicate."

Another set of very clever rhyming rules, by Rev. Francis Robert Drew, senior mathematical master at Malvern College, England, hung for many years in the card-rooms of the Malvern Club. They were headed "Old Bumble's Art of Whist," and W. P. Courtney, in his "English Whist and Whist Players," says they "are worthy of a more extensive circulation than they have yet received." In 1873 a small volume, entitled "Whist in Rhymes for Modern Times," was published in London under the name of "A. Thistlewood." The author was David Johnson MacBrair, of Edinburgh, solicitor, who died in 1893. On January 1, 1876, there appeared in the *Westminster Papers*, London, some lines of this kind, by F. L. Slous, which had been privately printed as early as 1832. They bore the title, "A Quiet Rubber of Whist." Still another set of rhyming rules appeared in New York, in 1888, in an eleven-page booklet, entitled, "Whist Rules for Leads in Rhyme," by Anna C. Clapp. The latest rhyming rules that have come under our notice are by Mrs. Henry E. Wallace (*q. v.*), published in a neat folder, under her pen name of Margaretta Wetherill Wallace. They are entitled "American Whist Leads in Rhyme," and run as follows:

Lead ace, and follow with the king to
show
A suit of five, three cards the queen be-
low.
In trumps this play most incorrect would
be
If knave were not among the lower
three.

Lead ace, and follow after with the queen,
One small card with the knave will now be seen;
But if the ace is followed by the knave,
Two small ones with the queen you'll surely have.

Ace, ten, will always show a suit of four,
The queen and knave exactly, but no more.
Lead ace again, and follow with fourth best,
Four cards below the ace will then be guessed.

In leading king a suit of four you'll find,
With ace in front or else the queen behind.
In trumps king may be even led from three;
The other cards must then both honors be.

If king goes out and follows with the ace,
'T will show two small ones only have next place;
And should the king be followed by the lady,
One little card and ace are likely ready.

But if the ace be missing from your hand,
Lead king, then queen, and all will understand
That two small cards still in that suit remain.
Be careful how you lead from it again.

If leading king you next the knave should play,
Both ace and queen may later lead the way;
But should the ace be not your suit among,
Play king, then knave, if you hold queen and one.

When next king leads, he follows with the ten,
This shows exactly queen and knave again,
But should a lower card than ten appear,
One small card headed by the queen is there.

Her majesty comes forth in manner bold;
Two cards above and two below you hold.
She comes from suit of five you will divine,
Unless she's followed by the knave or nine.

You lead her out, and later let ace fall,
With king, two cards are yours, but both are small;
But should she next be followed by the king,
Three little cards and ace you forth will bring.

Without the ace the play is just the same.
Lead queen, then king, and three small cards remain.
The queen now bids his majesty farewell;
Play queen and knave, the ten and one to tell.

First queen, then ten; this will your partner show,
With knave, two little cards the ten below.
Queen followed by the nine shows knave and ten,
A suit of four you will behold again.

Queen, followed by a lower card than nine,
With king, two cards below the queen are thine.
Thus by observing closely we descry
That king is absent when the knave is nigh.

To lead the knave alone you'd hardly dare,
Unless supported by the royal pair.
This rule to trumps, however, don't apply;
Knave leads when only ten and nine are by.

Knave, followed by the ace, shows king, queen, one.
King takes A's place, and one more card is shown.
But even if the ace should now be lacking,
Play knave, then king, with queen and two cards backing.

Lead knave, then queen to show a generous suit:
Ace, king, and three indifferent cards to boot.
But even if the ace you now should miss,
The play would still remain the same as this.

We now are coming to the lead of ten;
Ace, queen we lack, but always find the men;
While one or more small cards you also hold.
By second play the number can be told.

You play the ten, and if the ace should fall,
King next; if not, the lowest card of all.
If by this play you force the queen, lead king
In hopes that thus the knave to power you'll bring.

To show your friend a suit of five, there'd be
Both king and knave, with others, two or three;
Lead ten, then knave, to show the cards have strength.
The knave here tells us that the suit has length.

If you a lower card than ten should lead,
The fourth best it should be, all are agreed.
The number led from, and the combination,
Are only known by later observation.

Mrs. Wallace has also reduced third-hand play and unblocking to rhyme, as follows:

On partner's lead of ace, queen, jack, ten, nine,
With four exactly play third best of thine:
Whene'er his lead shows cards with him are found
His suit protecting three full times around.
Next play the card that's second from the top.
Keep small card last or else his lead you'll stop.
If with unblocking you would also call,
You do this with the middle cards of all.

Ace, king, two small, third best on partner's queen
On second round let king be surely seen,
Ace, king, one small, king on the queen you place:
While second time you follow with the ace.
Ace, jack, two small on queen again third best,
Then ace. You'll partner find of king possessed.
Ace, jack. On any card let high one go.
Ace and two small. On honor led play low:
Except on ten, for then the play is high.
Keep small one to return him by and by.
Ace, one. The ace upon the jack you bring—
It's too expensive on the queen or king.

With king, queen, jack, small, jack and then the lady,
If jack you lack for ace third best have ready.
This rule's for honors. If the lead be ten
Play low, and after send the jack again.
King, jack, two small, third best on ace, then jack.
But play is low if one small card you lack.
King, small. On any honor play is low;
But if the ten is led king has to go.

Queen, jack, two small. On ace third best you play.
On second round let jack no longer stay.
Queen and two small. On honor led play small,
But second round the queen must surely fall.

If these few rules you miss or disregard,
Perhaps you'll block your partner's final card.
Unblocking has another use to heed—
By it his suit can partner plainly read.

Rotary Discard. — A mode of discarding whereby the four suits are given an arbitrary order, and a discard from one means strength in the next one in order, the idea being to enable the player to indicate his strong suit without weakening it. This discard was first proposed and advocated by P. J. Tormey, before the San Francisco Whist Club, in an address published in *Whist* for January, 1895. Mr. Tormey took the long familiar arrangement of the cards—spades, hearts, clubs, diamonds—and suggested that a player strong in hearts, and weak in spades, discard a spade, thereby declaring strength in hearts. If strong in clubs, he discards a heart; if strong in diamonds, he discards a club; and if strong in spades, he discards a diamond, and thus, in rotation, he is able to indicate strength in any suit, at the same time observing the maxim, that discards should be generally made from weak suits. The trump suit is dropped out of consideration in the arrangement. For example, if hearts are trumps, and clubs are your strongest suit, you indicate it by discarding a spade.

The rotary discard has caused much discussion since its introduction by Mr. Tormey. Many players have experimented with it for a time, and then dropped it, on the ground that it frequently forced a discard from a suit which it was expensive to touch. Others continue to give it their adherence, and it is a notable fact that Messrs. McCay and Smith, who won the pair championship in 1896, employed it. "Cavendish" condemns it as a fad.

In the fall of 1897, the team from the Philadelphia Whist Club gave the rotary discard a trial in the matches for the Challenge Trophy, but employed it only when unable to follow suit on a trump lead made by the partner, no other suit having been led. A member of that team wrote as follows concerning it, in the latter part of November: "While my experience is not as yet sufficiently extensive to justify me in urging it too strongly, yet I can say that, so far, I have seen it win quite a number of tricks without having a loss scored against it; that I believe in the long run it will prove a decided gainer, and before we are much older will be accepted as conventional. Of course it must be understood, that I am referring to the adoption of the rotary discard only when the partner has opened trump as the initial lead of the hand, and no other suit has been led. If a plain suit has been led, even for but one round, I believe the use of the rotary is unnecessary, as a discard from weakness will point the strong suit just as accurately, and its extension beyond the limit given seems to me sure to entail confusion, misunderstanding, and loss."

One objection urged against the discard is, that by changing the order of rotation, by private agreement, a team might puzzle its opponents and gain an advantage. Such practice would, however, be as illegal as any other private convention (*q. v.*), and subject the offenders to the same penalty.

This [discard] is complicated, but as it is sometimes used in test matches to puzzle the opponents, it is well to understand the principle.—*Emma D. Andrews* [*L. A.*], "*The X Y Z of Whist.*"

This discard * * * has had its followers since the fifth congress, and as it proclaims both weakness and strength in unequivocal terms, it is certainly entitled to respectful consideration.—*John T. Mitchell* [*L. A.*], "*Duplicate Whist and Modern Leads.*"

The rotary discard is beneath notice. Take the suits in any agreed on order, and discard from the one next to that which partner is to lead, jumping the trump suit. A short trial will prove the inefficiency of this fad.—"*Cavendish*" [*L. A.*], *Scribner's Magazine, July, 1897.*

It is simply this: On your discard you say, by playing one card only: "In this suit I am weak; in the next higher one in hand I am strong." This idea is taken from a Mexican game. * * * This mode of discarding endows your card with *two-fold* information. Whether it is good or bad whist-play, I leave it to better judges than I to adjudicate.—*P. J. Tormey* [*L. A.*], *Whist, January, 1895.*

We cannot agree with Mr. Tormey's idea that it is always best to discard from the weakest suit; in fact, we think this is the one point in whist where inference should be drawn with great latitude, because it is so often necessary to make a protective discard. * * * Mr. Tormey's plan of discard, in the order of suits, may be easily conceived to make the information more definite, but to be reliable, it must be adhered to strictly, and that would often impose sacrifices by unguarding short suits, which we think would be destructive of good whist.—*Cassius M. Paine* [*L. A.*], *Whist, January, 1895.*

It has been tried by different teams at various times, and, as a rule, abandoned for the reason that it frequently forced a discard from a suit that it was expensive to touch. The limited use made of it by the Philadelphia team is not liable to that objection, however, and it gives to a partner with a strong hand the most important and accurate information at once. It frequently saves him from wasting a trump by making an extra lead to get a second discard, and when the length in trumps does not warrant an extra lead, it saves the trump leader the necessity of guessing between two suits as to which his partner desires to have led. —*Milton C. Work* [*L. A. H.*], *Philadelphia Press, November 24, 1897.*

Round, A.—Every four cards played in succession; a trick.

Rubber.—Two games won out of three played in succession. The rubber applies only to the English five-point game, with honors counting, and section 1 of the English

code provides that if the first two games are won by the same players, the third game is not played. The decisive game is called the rubber game. The American code substitutes single games for the rubber. (See, also, "American and English Laws.")

When one game has been won on each side, a third is required to decide the rubber; if, on the contrary, the two games have been won by the same side, the rubber is finished, and a fresh one is commenced. * * * A rubber means two out of three consecutive games.—*Deschapelles* [*O.*], "*Laws*," *Section 50.*

"Rubber, a Very Quiet."—James Payn, in his volume, "High Spirits," tells the story of four players, two men and two elderly spinsters, residing in the same town, who were wont to meet night after night for a quiet rubber at whist. Gradually death claims them, one after another, but the spirit of gentility precludes the survivors from admitting to a place in the set the local auctioneer and undertaker, who, however, hopes in spite of every disappointment, to be finally received into the charmed circle. But every renewal of hope only ends in disappointment, and at last only one of the players is left. She, too, passes away, and at her request, her last two packs of cards are buried with her. Thus ends what the novelist has designated as "A Very Quiet Rubber."

Rubber Points.—In the English or five-point game, with honors, the final count determining winnings or losses is by rubber points. The winners of a game count three rubber points if they win a treble—*i. e.*, if they score five points in that game against nothing by their adversaries. They mark two rubber points if they win a double—*i. e.*, if the adversaries have scored only one or two points in the game. They mark one rubber point if they win a single—*i. e.*, if their adversaries have scored three or four points to their five in the game. The side winning the rubber (two out of three games) add two more rubber points for that achievement. The value of all the rubber points is next determined by deducting from the winners' score whatever rubber points may have been made by their adversaries. The balance of rubber points must be settled for by the losers at whatever stake per rubber point has previously been agreed upon or understood, a separate stake upon the rubber itself (the best two out of three) being sometimes played for.

Ruff.—To ruff means to trump. The word is from the French *roufle*, and at first had the meaning of a point at piquet. Next we find it used in the old English game resembling whist, in which it meant to discard. Later it obtained its present meaning. A cross-ruff means to trump alternately, when partners lead suits for that purpose. (See, "Trump.")

Never ruff an uncertain card, if strong, or omit doing so if weak in trumps.—*Thomas Mathews* [*L. O.*], "*Advice to the Young Whist-Player*," *1804.*

"Ruff and Honours." — An ancient game concerning which Charles Cotton, in his "Compleat Gamester" (1674), says: "Whist is a game not much different from this." "Ruff and honours" was played with a pack of fifty-two cards, the ace ranking the highest. There were four players, two being partners against the other two. Each player received twelve cards; the remaining four were left as a "stock" on the table, and the top

Advocates of American Leads
with Modifications.
George W. Pettes.
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Charles S. Stigell.
P. J. Tierney.

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George W. Pettes. John T. Mitchell.

Milton C. Work.

Charles S. Street. P. J. Tormey.

A
A
K
K

one was turned up to determine the trump suit. The player holding the ace of trumps had the privilege of taking the "stock" in exchange for any four cards in his hand, and this operation was called "ruffing." The score was nine, and the party that won most tricks were "most forward to win the set." Three honors in the hands of partners were reckoned equivalent to two tricks, and four honors to four. Pole says: "This came very near whist, and was, in fact, whist in an imperfect form."

The game of *triomphe*, or French ruff, must not be confused with the English game of trump, or ruff-and-honours, the predecessor of our national game of whist. Cotton clearly distinguishes between the two, calling *triomphe* French ruff (ruff and trump being synonymous), and trump *English* ruff-and-honours.—"*Cavendish*" [*L. A.*] "*Card Essays.*"

Ruffing Game.—A mode of play at whist in which every opportunity is taken to make tricks by trumping. In the Howell (short-suit) system the ruffing game is one of five forms of strategy employed. It is indicated by the original lead of an eight, seven, or six-spot from generally not more than two in suit, and the lead is said to be from the "top of nothing."

This is the usual strategy of the beginner, and it owes its attractiveness to the apparent advantage of making your own high cards, and of appropriating those of your adversary by trumping them.—*R. F. Foster* [*S. O.*], "*Whist Strategy*," *1894.*

Rules.—The rules of whist are the precepts, maxims, and correct principles which govern it, and which must be followed in order to play correctly. Nearly every rule of play has its important exceptions, and it is highly essential that a correct knowledge of these be also obtained, so that the player may know the rules, and when to disregard them. While the rules may be at times disregarded, no such latitude is allowed the player so far as the laws are concerned. If the laws of whist are infringed the penalty must be paid. A disregard of the rules may indirectly bring as serious consequences, or more so, in the loss of tricks in play.

The only rule of play which is absolutely general—play to win.—*R. A. Proctor* [*L. O.*]

In general, rules of play which are loaded with exceptions are almost as bad as no rule at all.—"*Cavendish*" [*L. A.*], "*Whist Developments.*"

Rules are for the majority of cases, not for exceptional positions, and a player is good, very good, or of the highest class, in proportion to the rapidity and acuteness with which he seizes the occasion when rules must be disregarded.—*James Clay* [*L. O+*].

A good player ought to be acquainted not only with the rules themselves, but also with the reasoning on which they are founded, in order that he may be able to judge when they are not applicable as well as when they are.—*William Pole* [*L. A+*], "*Philosophy of Whist.*"

The masters of the game are those who follow the rules when they should, and disregard them when common sense, or their whist judgment, convinces them that they are at a point in play not provided for by any set rule.—*C. D. P. Hamilton* [*L. A.*], "*Modern Scientific Whist.*"

Do not abuse the statement made in all good whist-books, that rules ought sometimes to be departed from. This is true; but to judge correctly when and how such departure should be made is one of the attributes of the very best players.—*William Pole* [*L. A+*], "*Philosophy of Whist.*"

Running.—When players are on the defensive, or playing a hopeless game, they are, in modern parlance, said to be running.

Some ["common sense"] players play the ace from ace, king, and others to indicate that they are simply "running" for what tricks are in sight, and lead the king when they hope for a trump signal from partner, considering that in such an event the whole suit might possibly be brought in by the aid of partner's trump strength.—*W. A. Potter* [*S. O.*], *Providence Journal, August 1, 1897.*

"Russian Boston."—A variety of "boston." It contains a distinguishing feature known as "carte blanche," which is the same as "chicane" in "bridge." The order of the suits is diamonds, hearts, clubs, and spades. Honors are counted, and, as in "boston de Fontainbleau," a bid known as "piccolissimo" is introduced.

Safford, A. G.—Author of a valuable series of schedules for duplicate whist-play, and one of the earliest players to devote his talents to the improvement of the duplicate game, so far as the arrangement and movements of the players were concerned. Mr. Safford was born at St. Albans, Vt., August 17, 1844. He was educated at the University of Vermont, class of 1863, and received the degree of A. M. from that institution. He left college in 1862, and entered the military telegraph corps of the army, serving as chief operator of the Department of the South, and at the headquarters of General Grant, at City Point, Va., during the last year of the war.

After the war Mr. Safford took up the study of law. He was admitted to the bar in September, 1867, in his native State, and practiced there until 1886, when he removed to Washington, D. C., where he has since resided, and where he was solicitor for the Inter-state Commerce Commission from 1890 to 1896. He was also a member of the Senate of Vermont, from 1880 to 1882.

Mr. Safford belonged to a whist club in St. Albans, Vt., in 1882, and, upon removing to Washington, joined the Chess, Checkers, and Whist Club, the Capital Bicycle Club, and the Columbia Athletic Club, of that city, and the Manhattan Athletic Club, of New York, in all of which whist has been made a special feature during the past few years. He attended the first congress of the American Whist League, Milwaukee, 1891, and was until 1896 a member of its board of directors. He has played occasionally in matches for the trophies of the League, and as a member of the Manhattan Athletic Club team played the first match game occurring in this country after the organization of the League, and under its new rules of play, at which time his team defeated the Hamilton Club team, of Philadelphia.

It will be remembered that at the first congress of the League, Orndorff's improved schedule for teams of four was used for the first time. Mr. Safford's attention having been drawn to the duplicate game, he quickly saw the necessity for correct and equitable methods of arranging and moving the players, individuals as well as pairs, and teams of four. He made the subject a study during his spare moments, and the first result consisted of formulas for moving eight, twelve, and sixteen players, which were published in *Whist* for January, 1892, for the benefit of all lovers of the game. For five years more he continued his labors, and in 1897 appeared his series of schedules for pairs which he named the "comparative system." Minute directions are given for the movements of the pairs and trays, and the final comparative scores are quickly ascertained. By the "comparative system" the players are arranged in pairs, and moved about at the different tables in such a manner that each pair plays once with every other pair as adversaries, and each pair plays one side or the other of every deal, and is compared for results with the pair

holding the same cards. To accomplish this without duplicating the cards is the special feature of the system, which may be illustrated by the following diagram for the movement of eight pairs of players, four tables, kindly sent us for this purpose by Mr. Safford:

		1				3				2				5	
First.	8	A—I.	8	6	B—V.	6	7	C—III.	7	4	D—II.	4			
		1				3				2				5	
		2				4				3				6	
Second.	8	A—II.	8	7	B—VI.	7	1	C—IV.	1	5	D—III.	5			
		2				4				3				6	
		3				5				4				7	
Third.	8	A—III.	8	1	B—VII.	1	2	C—V.	2	6	D—IV.	6			
		3				5				4				7	
		4				6				5				1	
Fourth.	8	A—IV.	8	2	B—I.	2	3	C—VI.	3	7	D—V.	7			
		4				6				5				1	
		5				7				6				2	
Fifth.	8	A—V.	8	3	B—II.	3	4	C—VII.	4	1	D—VI.	1			
		5				7				6				2	
		6				1				7				3	
Sixth.	8	A—VI.	8	4	B—III.	4	5	C—I.	5	2	D—VII.	2			
		6				1				7				3	
		7				2				1				4	
Seventh.	8	A—VII.	8	5	B—IV.	5	6	C—II.	6	3	D—I.	3			
		7				2				1				4	

The Arabic numerals indicate the number of the respective pairs, and the Roman numerals the number of the boards or trays; the tables are indicated by the letters "A," "B," etc.

If the plan is examined, it will be found that each pair meets every other pair as adversaries, and each pair has played one side or the other of every deal; and only seven boards or trays are required. Take deal No. 1, for example: Pair number one plays it north and south, at the first formation, against pair number eight; pair number six plays it north and south, at the fourth formation, against pair number two; pair number seven plays it north and south, at the sixth formation, against pair number five; pair number four plays it north and south, at the seventh formation, against pair number three.

It will be seen, therefore, that pairs one, six, seven, and four play the north and south cards of deal No. 1, and pairs eight, two, five, and three play the east and west cards of that deal, and the result of the playing of that particular deal is determined by comparing pairs numbers one, four, six, and seven with each other, and the remaining pairs with each other also. Further examination of the schedule will show that each pair plays one side or the other of every one of the seven deals, and holds the same cards with every other pair the same number of times. Score-cards are prepared, having in the left-hand table the location at each table of the particular pair for the several successive formations, the number of the board or tray played at that formation, and with a table beyond for extending the score of the deal, in a space under the number of the pair which plays the deal the same way as the particular pair. Such score-cards are prepared for as many as sixty-four players, and the formulas may be extended indefinitely, so as to include as many players as may be gathered together, and requiring but one less in number of trays to be played than there are number of pairs.

Mr. Safford was the first to apply numbers to the pairs, and to provide for the movement from formation to formation, by increasing the number of the player or pair playing at a particular position by one. These formulas were published from time to time, and Mr. Safford's method of designation is now generally employed in the making of schedules, whether individual, pairs, or teams.

In his whist-play, Mr. Safford is an advocate of old leads, and of a somewhat modified short-suit game.

Besides those who wrote against the system [of American leads], there were those who opposed it in play. A. G. Safford, of the Capital Bicycle Club in Washington, took with him to the second whist congress, held in New York in 1892, a team of four men who did not believe in informatory leads of any sort. These gentlemen were Harry N. Low, Jules P. Wooten, W. T. Bingham, and L. G. Eakins, and they won the championship of the American Whist League, defeating fifteen of the strongest teams in the world by the most decisive score ever made at a tournament, although all their adversaries used the informatory system of play.—*R. F. Foster* [*S. O.*], *Monthly Illustrator*, *1897*.

Saving the Game.—Preventing the adversaries from going out that hand. To play to save the game is the cautious, defensive, often desperate, play of the weak hand. In the English five-point game, with honors counting, playing to the score is highly important, and players must constantly be on the alert to save the game, if they cannot win it. Saving the game is also, to some extent, important in the

American seven-point game, honors not counting; but in duplicate whist, where points, and not games, are the essential thing, saving the game is an unknown term.

In England, saving a point is another important consideration for the losing players. According to the rules, if one side wins the game before the other side scores a point, the winners count a game of three points, known as a treble; if the losers are one up, the winners count a double, or game of two points; if the losers manage to get three tricks, the winners only count a single, or a game of one point. Hence, it is important, even though losing the game, to obtain one or three tricks, if possible.

Play to save the game; that being assured, play to win the game. Don't speculate with the game to see how many tricks you can make, but if you want only one trick to save the game, take it as early as you can.—*A. J. McIntosh* [*L. A.*], "*Modern Whist and Portland Rules*," *1888.*

You must lose, in any event, unless the deep finesse wins, and if one or more of your finesses win you may save the game. * * * When the forces against you are evidently irresistible, as one hand marked with the long trumps and a great suit besides, there is no room for finesse. If you have the master card, play it, especially if it will save the game.—*C. D. P. Hamilton* [*L. A.*], "*Modern Scientific Whist.*"

Schools, Whist in.—See, "Whist as an Educator."

Schools of Whist.—Divisions of whist-players who adhere to the teachings of this or that authority or instructor. Broadly speaking, those who played the old ten-point game, honors counting, with little or no reference to partnership play, were said to belong to the old school of Hoyle. Then came the school of Payne, of Mathews, of Clay, of "Cavendish," of Foster, of Howell, and others, each with important improvements or changes in play. A school of whist sometimes represents a distinct system, but various schools sometimes grow up on the same system or some slight variation. (See, "System.")

Schwarz, Theodore. — Third president of the American Whist League; was born in Baltimore, Md., January 12, 1839. He was the son of a physician, who removed to Philadelphia during the same year. In the latter city Theodore received his education, graduating from the High School in 1858. In 1874 he located in Chicago, where he has been actively engaged in the commission business ever since.

His whist career began, under the tuition of his father, at an early age, and he studied the game with all his heart, so that he is to-day one of the best-informed whist-players in this country, not only in regard to the literature of whist, but concerning the practice of the game in the past and present. He took a very active part in the formation of the American Whist League, and was elected corresponding secretary at its organization at Milwaukee in 1891, serving in that capacity until 1894. He was chairman of the committee on laws which framed the American code, adopted by the League in 1893, and has contributed several valuable articles on the subject of the laws to *Whist*. He was elected vice-president of the League in 1894, and president in 1895.

Mr. Schwarz also took an active part in the formation of the Chicago Whist Club, and served as its president from 1891 to 1894. He is a firm adherent of the long-suit game and American leads.

Science or Art?—The question, Is whist a science or an art? is

answered by Pole: "It is both." Foster discerns two kinds of whist-players, the scientific and the artistic, and accords to the latter the higher position. It must follow that there are, in his estimation, also two kinds of whist; in other words, that true whist is not a science, but an art. Let us consider, then, the exact meaning of the words "science" and "art," and what relation they bear to each other. James. C. Fernald, in his book of synonyms, tells us that "science is knowledge reduced to law, and embodied in system. Art always relates to something to be done, science to something to be known. Not only must art be discriminated from science, but art in the industrial or mechanical sense must be distinguished from art in the esthetic sense; the former aims chiefly at utility, the latter at beauty. The mechanic arts are the province of the artisan, the esthetic, or fine arts, are the province of the artist; all the industrial arts, as of weaving or printing, arithmetic or navigation, are governed by exact rules. Art in the highest esthetic sense, while it makes use of rules, transcends all rule; no rules can be given for the production of a painting like Raphael's 'Transfiguration,' a statue like the Apollo Belvedere, or a poem like the 'Iliad.' Science does not, like the mechanic arts, make production its direct aim, yet its possible productive application in the arts is a constant stimulus to scientific investigation; the science, as in the case of chemistry or electricity, is urged on to higher development by the demands of the art, while the art is perfected by the advance of the science. Creative art, seeking beauty for its own sake, is closely akin to pure science seeking knowledge for its own sake."

It seems to us that whist is both a science and an art, but it certainly is not a mechanical or industrial art. Aside from mental training, it produces nothing except the pleasure of winning and the pain of losing, unless we except also the "honest" living which the *chevaliers d'industrie* were wont to make out of it when it was used for betting purposes in its palmiest days. Whether whist-playing is a fine art, such as produces "Iliads" and "Apollo Belvederes," and such as Mr. Foster is inclined to regard it in its highest form, is still a question.

Whist is an art; if in any sense a science, it is certainly not an exact science. —"*Pembridge*" [*L+O.*], "*Decline and Fall of Whist.*"

Whist is both a science and an art. It is a science because its foundations are laid on truly scientific principles, on the mathematical laws of probabilities, and on strictly scientific reasoning directing their application. It is an art because it requires education, practice, judgment, and skill in the actual conduct of the play. In this, as in many other intellectual pursuits, it is only by a combination of the two that eminence can be obtained. Hence, both must be learned.—*William Pole* [*L. A+*].

Whist is an abstract science, which treats of the action of fifty-two representatives of five mental powers—observance, memory, inference, calculation, and judgment. By practice only with cards it can no more be learned than geology can be learned by handling minerals; than architecture can be learned by planing lumber or driving nails. The learner of whist must be a student or he can never be an actor. Practice is of no avail unless principle controls it.—*G. W. Pettes* [*L. A. P.*], "*American Whist Illustrated.*"

Is whist a science or an art? A definite answer to this question would go far to settle some of the most heated controversies connected with the game. Science is generally defined as knowledge put in order. * * * Scientific experiment and observation, if properly conducted, will always give exactly the same results. Sixteen parts of sulphur and a hundred parts of mercury will always produce vermilion, just as a cuttlefish will always produce sepia; but a thorough knowledge of the scientific principles of painting will not make an artist. Even with the examples before him, a painter finds it

impossible to imitate the works of the greatest masters. There is a touch in them that is beyond science, and which marks the work as that of an individual mind expressing itself through the artistic use of scientific facts.

It is so in whist, the principles of which clearly belong to the science of experiment and observation, especially in such matters as the leads, the value of cards of re-entry, and the importance of tenace. But when we come to use these principles in actual play, when we come to design the mosaic which will be formed by the fall of the cards, our scientific knowledge is very much like the painter's knowledge of the properties of colors.

There are thousands of persons who have mastered every lead and follow, every signal and echo, every finesse and underplay, yet who will never be whist-players in the artistic sense of the word. They belong to the scientific school; they play the scientific game, and they appear totally oblivious to the fact that whist-play is an art, not a science, and that those who really excel in it are as rare as those who have distinguished themselves in painting and sculpture.—*R. F. Foster* [*S. O.*], *Monthly Illustrator.*

Score.—The score is the record of the points made by each side in playing; also, the points thus marked or recorded. To score is to count or mark the points won during the progress of the game, and one player on each side usually does this for his side.

In duplicate whist, the total number of tricks taken by each side is recorded at the end of each hand, upon score-cards provided for that purpose. The score made in the overplay is recorded opposite that made in the original play, in order that a comparison may be made and the loss or gain duly ascertained.

The keeping of the score (at least at straight whist) is a comparatively simple matter in the American game, but in the English game so many extra points are taken into consideration that it becomes a more serious task. Besides the scoring of tricks by cards, there is the scoring of honors, four or two points, according to the number held in excess of those held by the adversaries. Tricks, however, count before honors, so that if, for example, each side is at the score of three, and one side makes two by honors, the other two by cards, the latter wins the game. Then there are also the additional points for the winners of singles, doubles, trebles, and bumpers, and the extra rubber points to be duly counted and recorded. In America none of these things are taken into consideration, each side, in straight whist, scoring one point for every trick taken above six, during the play of each hand, and the one first scoring seven points winning the game. The value of the game is determined by deducting the losers' score from seven; the winners win by the number of points shown in the difference. Some players score all the points made by each side during a sitting, and at duplicate whist this is the rule. (See, also, "Playing to the Score.")

If an erroneous score be proved, such mistake can be corrected prior to the conclusion of the game in which it occurred, and such game is not concluded until the trump card of the following deal has been turned up.—*Laws of Whist* (*English Code*), *Section 11.*

If any one, prior to his partner playing, calls attention in any manner to the trick, or to the score, the adversary last to play to the trick may require the offender's partner to play his highest or lowest of the suit led, or, if he has none, to trump or not to trump the trick.—*Laws of Whist* (*American Code*), *Section 35.*

Score-Book.—A book in which scores made at whist are kept for future reference.

Score-Card.—A card upon which the total number of tricks made by each side, at duplicate whist, is recorded in detail. Provision is made for a comparison of the tricks made by each side on

the original play with those made on the duplicate or overplay, thus showing where losses or gains took place, and showing, by the totals, which side wins.

Scoring.—The act of recording the points won at whist; keeping the score. Scoring, at straight whist, is done by means of various devices, and many ingenious whist-markers have been invented for the purpose from time to time, one of the very best being that devised by R. F. Foster. In many clubs ordinary poker chips are used for the purpose of keeping score, and the various numbers of points made are indicated by a generally recognized manner of arranging the chips on the table. The following is a plain and convenient method:

One.	Two.	Three.
O	OO	OOO
Four.	**Five.**	**Six.**
OOOO	O OO	O OOO

The chip above the line is deemed to represent three. It is not necessary to indicate more than six in the seven-point game, as the last trick necessary to win is apparent without scoring. We may add that "Cavendish" endorses the above arrangement. In some parts of the United States the following method has been employed for years, only three chips being used, so that there are no counters to be taken care of on the left of the score-keeper: Chips in a straight pile indicate none; one chip off pile, one; one chip on top of two lying side by side, two; three chips in a row, three; placed in this manner, O
OO, four; placed in this manner, O
OO, five; placed in this manner, O
OO, six.

According to the American game of seven points, honors not counting, the game is out as soon as either side scores seven points; the tricks that might be made above seven are not taken into account, and the value of the game is ascertained by deducting the loser's score from seven. For example: If one side has three points when the other goes out with seven, the value of the game is four points, that being the number shown by deducting the losers' score from seven. This is in accordance with the American code, but some prefer to play the last hand out and count all tricks made.

At duplicate whist scoring is done by means of score-cards, and upon a different basis from scoring at straight whist. In the latter every trick won in excess of six, each hand, is put down. In duplicate the correct way is to set down in the proper columns the full number of tricks won by each side, both in the original play and the duplicate or overplay. The original and duplicate play of each side are added together each deal, and the number of tricks taken by the winning side in excess of thirteen is placed in the gain column. It was pointed out in *Whist* for October, 1892, that some clubs pursued a different but erroneous method; instead of scoring the total number of tricks taken by both sides, they scored only to the winner of each deal the number of tricks taken by that side in excess of six, as at straight whist. This excess was entered in the original score column for the first play, and in the duplicate score column for the overplay—the losers, or the side making six or less tricks, being scored blank in each case. The difference between the true and false method amounts to a point in some hands; and in a match or sit-

ting where many hands are played, the difference would be considerable, as may easily be ascertained by experiment.

In match play, when large numbers of players are engaged, the matter of keeping the score correctly for each individual, pair, or team of four or more, as the case may be, becomes very important; and it is especially desirable, where the match is one extending over several days, that the result of the play at each sitting be speedily ascertained and announced. This need has been especially felt at each annual congress of the American Whist League, where many contests for trophies and championships take place. To meet the requirements of the case a number of ways of keeping the score have been tried, but the most perfect is undoubtedly that invented by P. J. Tormey, of San Francisco, and permanently adopted at the seventh congress of the League, at Put-in-Bay, 1897. Under the Tormey method the official score, double checked, for the first contest (Brooklyn Trophy) was put on the bulletin board in exactly eleven minutes after the play ended; the victors being known in four minutes. At no time, in any other match, was the result delayed over fifteen minutes. The year previous it took almost as many hours. Mr. Tormey's method of scoring the two-table game was also adopted by the League in the contest for the Challenge Trophy. In former contests the method pursued was to record the net gains for each team on each deal from one to forty-eight. Mr. Tormey's way is to record the entire number of tricks taken by north and south of each team, and the gains or losses are shown just the same, while in addition to this information is conveyed as to how the hands are running. In a communication published in *Whist* for September, 1897, Mr. Tormey gives full particulars concerning his method. He says:

"The method of scoring used at the seventh congress, at Put-in-Bay, called the Tormey system, was first introduced to the whist-playing public on this coast by the writer at the second annual meeting of the Pacific Coast Whist Association, in the fall of 1895, in the contest which took place in the rooms of the Trist Duplicate Whist Club, and has been used in all our important contests ever since. Like many other inventions, necessity was the mother of it.

"When the executive committee of the American Whist League met at St. Louis, in January, 1896, to formulate a program of play for the sixth congress, held at Manhattan Beach, I suggested to the committee to try our way of scoring, but the suggestion, somewhat to my surprise and amusement, didn't even call forth an explanation of what the system was, as another untried method had the 'call,' and was adopted. You know how it worked—no announcement being made of the result of any contest until after noon of the next day; and in one instance—the A. W. L. Challenge Trophy—not until the morning of the second day.

"The method, if worthy of such a name, is very simple, indeed. Any club that uses it once will wonder why it was never thought of before. The *modus operandi* is as follows: Use score-cards made in two colors of card board—not thin paper—have them made just large enough to accommodate whatever number of deals you are likely to play before moving (a good size is about 2½ by 2¾ inches), and space off for no more than five deals. Use

one color card for north and south players, and the other color for east and west; have printed on the top edge of the cards, in bold-faced type, 'north and south,' 'east and west.' To expedite the scoring, we generally number the teams of four, or pairs, always putting the names of the respective clubs, as well as the players' names, opposite the number on the tally-sheet that we post on the bulletin board. A good sample of tally sheet will be found on page 251, August *Whist*, Hamilton Club Trophy.

"Immediately after the play of each deal—or frame of deals, if more than one is played before progressing—have the score-cards collected, putting them in numerical order, beginning at table No. 1, before handing them to the scorer. The collector of these cards should always take particular notice to see that the total score for each table, for both pairs, is thirteen, or a multiple of thirteen, according to the number of deals played. When this is done pass out new score-cards for the next round, and your scorer can go on tabulating as the play progresses. A few minutes after a contest is over the tabulations are completed. Like a trial balance, it proves itself. The result of each contest is announced and bulletined in less time after a match ends than it takes me to write this. We usually take manifold copies to have them ready for our press committee.

"Our method of scoring the two-table game for the challenge trophy, which was adopted by the American Whist League at the last congress, is also simple. In place of giving the gains and losses for each of the forty-eight deals of the match, the number of tricks taken each deal by the north and south players of each team is given, and the gains, etc., are carried out in the column on the right, as follows:

TRIST VS. JONES.									Trist Gains.	Jones Gains.
Deals	1	2	3	4	5	6	7	8		
Trist N. and S. . .	7	9	4	2	7	6	2	6	5	
Jones N. and S. . .	6	7	5	3	8	5	2	5		3

"By this method it is easy to see how the deals run, something that every whist-player likes to know."

While considerable progress has been made in perfecting the machinery for taking and announcing the scores at duplicate whist, the matter of scoring is itself still in an unsettled and unsatisfactory condition. As between two teams only, be they pairs, or fours, or more, on a side, it is easy to arrive at a conclusion. All that is necessary is to ascertain which side obtained the greater number of tricks; but when three or more such teams engage in a match, the question of arriving at a just and equitable score is beset with difficulties, and while several methods have been devised by whist mathematicians of the highest ability, each method is found more or less defective in some particulars. In the earliest system, that of averaging, introduced by John T. Mitchell in progressive duplicate, or compass whist, all the north and south scores are averaged, and the play of all those who sit thus throughout the match is gauged by that average; at the same time, the scores of the

east and west players are also averaged, and the play of each player sitting thus is marked plus or minus, as it rises above or falls below that average. While this system is conceded to be fair in the main, it is objected to because "it allows a pair to suffer by the errors or share in the profits of pairs at different tables, or, in brief, to be affected by the play over which it has no control." In the Howell and Safford systems, the movements differ from those at compass whist; sometimes the players sit north and south, and sometimes they change to east and west. In the method of scoring these two systems again differ from one another, and R. F. Foster, in the New York *Sun* of December 26, 1897, and subsequent issues, claimed to have discovered some surprising changes in the relative positions of pairs when computing the scores first according to Howell, and then according to Safford.

Mr. Howell discards the averaging method in his system for pairs, and instead compares each deal score with the maximum actually made. The pair with the smallest loss is the winner, and by averaging the losses a plus or minus score may be computed for each pair. In answer to the charge that the movements under his method are unnecessarily complicated, he says, in a letter, under date of January 29, 1898: "That is not true; the movements are simplified as far as possible to bring about the desired results, and they are virtually the same as under the Safford method, which differs from mine only in the matter of scoring. I have no criticism to make upon Mr. Safford's scoring process except in regard to its complexity. It is fair enough, but very cumbersome, and I prefer a method that is not cumbersome and at the same time reasonably fair." Both the Howell and Safford systems are very popular.

An idea in scoring which is lately finding much favor in match play is to decide each contest by the number of matches won (counting each deal a match), instead of by the number of tricks, the trick score being used only to decide ties. While this is nothing new, the directors of the American Whist League, at their meeting in January, 1898, decided to give it a more general trial in progressive contests at the eighth congress of the League, at Boston, in July following. It is thought this will tend to make the play more conservative, as "big swings" (as unusual gains in certain hands are called) will no longer be important in winning victories.

"Scotch Whist." — Scotch whist, or catch-the-ten, is another so-called variety of whist. It is usually played with a pack of thirty-six cards, all below the six being excluded. The cards in plain suits rank as at whist, but in trumps the jack is the highest, the ace being next, etc. Any number of persons from two to eight can play. Each game is complete in itself, there being no rubber. The side or player first scoring forty-one points wins. A special value is attached to the following cards of the trump suit: The jack, ten points; the ten, ten points; the ace, four points; the king, three points; and the queen, two points. The side making what is called cards score as follows, in addition to the above: One point for each card in excess of either party's quota of cards in the tricks taken. For instance, suppose four are playing, each player's share of the thirty-six cards would be nine. If two partners take five tricks, or

twenty cards, they score two for cards, that being the number over and above their joint quota of eighteen cards. The great object of the game is to catch the ten of trumps, which counts for the player or side taking it.

In criticising "Historical Notes on Whist," the editor of a London paper blamed me for saying nothing about "Scotch whist." I wrote to him explaining that Scotch whist, or catch-the-ten, was purposely omitted, as it had no more resemblance to whist than the Scotch fiddle has to a violin. To my surprise and amusement, he inserted my letter in his next number.—"*Cavendish*" [*L. A.*], "*Card-Table Talk.*"

"Scotch whist" introduces a special object in addition to winning tricks—catching the ten of trumps; that card and the honors having particular values attached to them. This variety of whist may be played by any number of persons from two to eight; and its peculiarity is that when a small number play, each has several distinct hands, which must be played in regular order, as if held by different players.—*R. F. Foster* [*S. O.*], "*Complete Hoyle.*"

Second Hand.—The player to the left of the leader, or first hand; the player who plays the second card to a trick. "Y," or "east," should always play second hand on the first round, or opening, of a game, unless otherwise specified. As the play progresses, the position of second hand varies with it, depending entirely upon who takes a trick and leads another card.

The directions for the proper play of second hand are multitudinous. Upon one very old and fundamental rule all are agreed: As a general thing, the second hand should play his lowest, unless he is going to signal for trumps. Other exceptions are numerous. When you hold a sequence of high cards (ace, king, queen; king, queen, jack, or queen, jack, ten), play the lowest of the sequence second hand. From ace, king, or king, queen, and others, put on the lower of the high cards. From ace, queen, jack, or ace, jack, ten, and others, play the lowest of the high cards. From ace, queen, ten, you play the ten if strong in trumps, but the queen if weak in trumps. Cover an honor led, if you hold more than one honor yourself, or if you hold only one, that one being the ace. On the lead of a medium card, if led on the fourth-best principle, cover the card led with the lowest that will take the trick, if you have several high cards, and can place the three higher cards than the one led remaining in the leader's hand.

Players employing so-called short-suit leads, as a general rule, cover whatever card is led, if they are able, second hand, the idea being to protect and promote partner's suits as far as possible.

Second-hand play in trumps also differs from second-hand play in plain suits, because trumps win on their merits, and are not subject to the vicissitudes of plain suits.

Playing high cards when second to play, unless your suit is headed by two or more high cards of equal value, or unless to cover a high card, is to be carefully avoided.—*James Clay* [*L. O+*].

The play of the second hand is always regarded as that of the enemy. He is the intruder who continually steps between the leader and his partner, upsetting their best-laid plans.—*R. F. Foster* [*S. O.*], "*Whist Tactics.*"

Signaling for trumps second hand, on an adverse suit, is by some players regarded as dangerous, unless your cards are such that you can suppress the signal if the development is unfavorable.—*R. F. Foster* [*S. O.*], "*Whist Tactics.*"

Generally speaking, if you hold a combination of high cards from which you would lead one of them on an original lead, you should play one of them at second hand, either to take the trick or force out higher cards to promote the others you hold.—*Fisher Ames* [*L. A.*].

Second-hand play is subject in a material degree to the trumps in hand, the card turned, the score, etc. That which may be proper play if weak in trumps may be bad play if strong in them. You

may often make a great game by a well-judged finesse.—*C. D. P. Hamilton* [*L. A.*], "*Modern Scientific Whist.*"

There are three things for second hand to do of importance in the order named: (*a*) Win the trick if you can under the rules, and as cheaply as possible. (*b*) Prevent third hand from winning too cheaply. (*c*) Keep command of your opponents' suit as long as convenient.—*C. E. Coffin* [*L. A.*], "*Gist of Whist.*"

The general rule for the second hand is to play your lowest, for your partner has a good chance of winning the trick; and the strength being on your right, it is good to reserve your high cards (particularly tenaces, such as ace and queen) for the return of the lead, when you will become fourth player. — *William Pole* [*L. A+*].

There are few points which distinguish more thoroughly the good from the inferior whist-player than the play second hand. * * * The second player may have strength or weakness, or neither strength nor weakness, in the suit led, and his play thus depends upon a greater possible variety of positions.—*R. A. Proctor* [*L. O.*].

Our old friend who will put on a knave, having knave and another, second hand, is a simple example. Who taught him this? Who invented the move? Or do each of the players who follow this rule re-invent it for themselves, and look upon themselves as the author of a remarkable discovery? No one ever defended the play. No one can show any benefit from it. Every one condemns it, yet we can only scotch the varmint. The player is scared, but ten minutes afterwards he still puts on knave. So with king and another, second hand. — *Westminster Papers* [*L+O.*]

Second-Hand Signal.—Among the many innovations proposed in recent years is a play, or signal, for second hand, whereby it should be made more difficult for the first hand, or leader, to place his suit. The idea is for the second hand to play the higher of two small cards on a low card led, except when the second hand desires to signal for trumps, when the play is reversed. "The objection to this play," says Milton C. Work, "which seems to make it a trick-loser, is that the partner of the second-hand player cannot as accurately tell when he can force him, which information is more important than any benefit the play may give."

Seeing the Hand.—See, "Looking Over a Hand."

See-Saw. — A term used by Hoyle and other early players; it has the same meaning as cross-ruff (*q. v.*). Hoyle says, in his "Short Treatise:" "See-saw is when each partner trumps a suit, and they play those suits to one another to trump."

Self-Playing Cards.—An invention of R. F. Foster's whereby a series of pre-arranged games is properly played by a smaller number of persons than in ordinary playing. An ordinary pack of playing cards has printed upon the backs of the cards certain letters and figures, which show to whom the cards are to be dealt. From 128 to 160 hands can be played with each pack. Each hand illustrates some special point in whist tactics, such as underplay, refusing a force, placing the lead, unblocking, grand coup, etc. If only one, two, or three persons play, instead of playing "dummy," with the absentees' cards exposed, the cards are dealt to the absent players face down, and are unknown; but the cards so dealt will play themselves, exactly as if an expert were present and held them. For educational purposes in whist the value of this method of play is highly recommended.

Semi-Honors.—A name sometimes given by English players to the ten and nine, as mentioned by Pole in his "Theory of Whist."

Sequence.—Two or more cards in consecutive order of rank. Three

in sequence is a tierce; the ace, king, and queen are a tierce major. A sequence of four is a quart; a sequence of five, a quint, etc. A head sequence is a sequence at the head of a suit; an intermediate sequence, one between higher and lower cards; and a subordinate sequence is a sequence of small cards.

It is a universally accepted rule to play the lowest of a sequence when following suit, second, third, or fourth hand; but in leading from a sequence the practice varies, in accordance with the rules laid down for the leads.

Sequences are always eligible leads, as supporting your partner without injuring your own hand.—*William Payne* [*L. O.*], "*Whist Maxims*," *1770.*

Set.—Four players at a table are spoken of as a set.

Seven-Point Game, The.—The American game of seven points, honors not counting, as distinguished from the English five-point game, with honors counting. (See, "American Game.")

Seven-Spot.—The eighth card in rank or value at whist, counting from the ace down; one of the low cards.

It is led only as a fourth best in the system of American leads, and as a penultimate or antepenultimate (or fourth best) in the old leads. In the Howell (short-suit) system, it indicates the ruffing game, generally not more than two in suit, and no higher.

The discard of any card higher than a seven is also regarded as a call for trumps. (See, "Single-Discard Call.")

Shakespeare and Whist.—So many passages in the plays of Shakespeare have been quoted as applicable to whist, that some people are under the impression that he actually knew and practiced this delightful pastime. But investigation does not sustain such view, so far as we have been able to ascertain. Whist was first raised to the dignity of a well-defined game, with a code of rules, by the first Lord Folkestone, in 1728. It was further perfected and popularized by Hoyle in 1742. Previous to the time of Lord Folkestone, it existed in various rude forms, and, we are told, was confined chiefly to the servants' halls.

The question is, Did Shakespeare know of the game, and ever allude to it in his works? Such passages as: "Force a play" ("Henry V.," act 2, chorus); "We must speak by the card" ("Hamlet," act 5, scene 2), "Nine trumps, two aces—'tis a good hand" ("Othello," act 1, scene 4), etc., are apt to lend some color to the supposition of those who judge offhand; but it seems to us that had the game of whist been such in his day as to merit his attention (had its possibilities been suspected), we would have had a more definite notice and eulogy than these half-humorous perversions.

"We may, on many accounts, regret," says an amateur, who published an illustrated brochure on the game, "that whist was not generally known or played throughout England at an earlier period, in the days of Elizabeth, or rather in those of Shakespeare, for it is fair to compute epochs from the highest in intellect as well as the highest in rank. Had it been so ordained, and our immortal bard had loved his innocent rubber, what inimitable allusions to it might have been scattered through his works! Conceive his criticism on the *Prince's*

lead or *Poins'* finesse, delivered the more earnestly that he might cheat unobserved! How figurative had ancient *Pistol* been on kings, queens, knaves, and deuces! How accomplished a trickster, in another scene, had *Autolycus* shown himself! How *Sir Toby Belch* would have expressed his detestation of a mean and meagre hand, next in his sober abhorrence to 'an unfilled can,' or to a sot in his drunken reprehension!"

But the Bard of Avon was born in 1564, and died in 1616. It was not until 1728 that Folkestone first gave better shape to the rudiments of the game, and not until 1742 that Hoyle published the first book on whist. Consequently, as Dr. W. J. Rolfe, the great Shakespearian authority, says in a letter received from him under date of July 29, 1897: "There can be no reference to whist in Shakespeare, as the game was not then known; but apt quotations for it," he adds, "can be found in the plays, as for bicycling and many other modern inventions." Here are some of the most widely-quoted references applicable to whist:

He echoes me.—"*Othello*," *act 3, scene 3.*

Force a play.—"*Henry V.*," *act 2, chorus.*

We must speak by the card.—"*Hamlet*," *act 5, scene 2.*

In God's name, lead.—"*Third Henry VI.*," *act 3, scene 1.*

Do you call, sir?—"*Measure for Measure*," *act 4, scene 2.*

A kind of excellent dumb discourse.—"*Tempest*," *act 3, scene 3.*

What sneak comes yonder?—"*Troilus and Cressida*," *act 1, scene 2.*

Nine trumps, two aces—'tis a good hand.—"*Othello*," *act 1, scene 4.*

But would you undertake another suit?—"*Twelfth Night*," *act 3, scene 1.*

For, indeed, I have lost command.—"*Antony and Cleopatra*," *act 3, scene 2.*

Beshrew his hand—I scarce could understand it.—"*Comedy of Errors*," *act 2, scene 1.*

(Society whist): All the men and women merely players.—"*As You Like It*," *act 2, scene 7.*

(The singleton): Thou meagre lead, which rather threat'nest than dost promise ought.—"*Merchant of Venice*," *act 3, scene 2.*

(Discarding the best card to show command): Throw away the dearest thing, as 'twere a careless trifle.—"*Macbeth*," *act 1, scene 4.*

In spite of these and similar quotations, "Cavendish" expresses the following correct opinion in "The Whist Table:" "Whist is not mentioned by Shakespeare, nor by any writer of the Elizabethan era, from which we may infer that the game was then scarcely in existence."

Shelby, Miss Annie Blanche.—A well-known Western teacher and writer on whist. She was born at Portland, Oregon, of Southern parentage, her father being a descendant of Governor Isaac Shelby, the first governor of Kentucky, and her mother a daughter of General Joseph Lane, of North Carolina, one of the heroes of the Mexican war, and one of the early pioneers and first governor of Oregon. Miss Shelby was graduated at the age of fifteen, the youngest of the class, from the convent of the Holy Name of Jesus and Mary, at Portland, and shortly afterwards was accepted as a teacher in one of the Portland public schools.

When a mere child she received her first instructions in whist, two friends, both thoroughly good players, constituting themselves her instructors. "It was," she says, "my good fortune, from the beginning, to play almost entirely with gentlemen, and with players of ability and experience. The authorities used were 'Cavendish,' Pole, Drayson, etc. The lead of the fourth best, as recommended by Drayson, under the name of

penultimate and antepenultimate, was familiarly known and used by us with results satisfactory to ourselves at least." A club of which she was a member, composed first of two and later of four tables, soon became known as the best club in Portland. This was at a time when whist was but little studied, particularly by ladies, and one of the rules of the club called for a certain amount of application on the part of each of the members, a rule which was cordially and cheerfully complied with. When the club had been in existence some two or three years her father died, and thereupon, accompanied by her mother, she left Portland and spent several years in travel, both in this country and Europe. During this time Miss Shelby enjoyed the advantage of meeting and playing with thoroughly advanced players, and the American-lead system having superseded the old game, she went diligently to work, and with the aid of "Cavendish" (twenty-second edition), Ames, Hamilton, and Coffin, soon familiarized herself with the modern scientific game.

Within a few months after her return to Portland, in 1893, at the request of friends, she began to teach the game, having the endorsement in her new undertaking of well-known whisters like P. J. Tormey, of San Francisco, and E. H. Shepard, of Portland. Not only friends and acquaintances, but others, including both ladies and gentlemen, availed themselves of the opportunity of joining her classes, and it was not long before she found her time entirely taken up.

During the fall and winter of 1896 and 1897, at the request of the members of the Kate Wheelock Club, which is composed of nearly a hundred members, Miss Shelby gave a series of lectures, twelve in number, in which she made it her aim, as far as possible, to state not only that certain principles and truths are so, but to explain why they are so; in other words, to appeal to the reasoning powers rather than the memory of her hearers. Immediately afterwards she was asked by the management of the Portland *Oregonian*, a paper which enjoys a wide and enviable reputation, to assume control of a whist department which they were desirous of introducing. Her first column appeared in the issue of February 7, 1897, and was continued every Sunday thereafter until her departure from Portland for the summer, early in July. Going to San Francisco immediately after her return home, she has been unable as yet to resume her journalistic duties, owing to the fact that she is at this writing (December, 1897) engaged in the preparation of a work on whist, at the request of pupils and friends, which is to be published at an early date.

Short Suit.—A suit containing three cards, or less.

Short-Suiter.—One who plays the short-suit game, and is opposed to the long-suit game; one who believes in opening his hand, as a rule, by leading from a suit of three or less. Some short-suiters will lead from the long suit under exceptionally favorable circumstances, just as most long-suiters will make what they call forced leads (leads from short suits) in desperate emergencies. The most radical short-suiters hold, however, that a long suit should never be led from originally. If they have a favorable long suit, and sufficient trump strength, they will pay attention to it, and strive to bring it in, by leading trumps first.

Every player knows that when, from a generally weak hand, he lays on the table the fourth-best card of a long suit, he stands only a small chance of winning a trick with the first best. Is there any way of improving that chance? Is there any way of relieving partner from the necessity of backing you in a clearly profitless venture? The short-suiter says there is. It is simple enough—don't touch the long suit at all, but open a short one and wait.—*E. C. Howell* [*S. H.*], "*Whist Openings.*"

The short-suiters claim that it is better to furnish information of a broader character by the opening lead, leaving such petty details as whether the longest suit in hand is composed of five or of six cards to be found out later. For this reason they abandon the whole system of number-showing leads. If a high-card combination is to be led from, they prefer to show command rather than the number of cards the suit contains, and if absolute command is lacking, to indicate just how much short of that position they originally were. * * * The short-suiter declines to lead a low card from a long suit not admitting of a high-card lead, unless his supporting strength in trumps and entry cards is sufficient to render it probable that the suit can be brought in if partner can afford an average amount of assistance. Here is where the unreconcilable difference between the two systems comes in. "Even though the hand be weak," says the long-suiter, "the long suit is still the best defensive lead." The short-suiter emphatically denies this, and believes in lying still with suits that are probably impossible to establish, combinations that are better led up to than led away from, and, in short, in not attempting more than he can perform. When he leads a low card he says to partner: "I am in a position to play the long-suit game if you can assist." If he cannot do this he plays a supporting card from a short suit to help his partner's hand, or, failing that, to throw the lead and wait. These leads are not to invite a ruff, as many seem to think, although they proclaim readiness to do so if partner can see no better game; they are simply a warning to partner that the leader sees no prospect of making a long suit in that particular hand. It follows, therefore, that the original lead of every card, from the ace down, carries an entirely different meaning in the two systems of play.—*W. A. Potter* [*S+O.*], *Providence Journal, August 1, 1897.*

Short-Suit Game, The.—A system of play at whist which makes leads from short suits its most prominent feature, just as, on the other hand, the long-suit game pays more attention to the leading and bringing in of long suits.

While the long-suit game has always had the largest following (its sway being at times almost complete), we have evidence that short-suit play received some consideration from the earliest times. A common practice (mentioned by "Cælebs"), when playing from a weak two-card suit, was to play the higher first, the lower next, to show no more of the suit. Thomas Mathews, in 1804, found it necessary to observe that "to lead from only three cards, unless in sequence, is bad play, and proper only when you think it is your partner's suit." On the other hand George Anson, one of the finest players of his day (he died in 1857), upon one occasion laid down the dictum that it was the height of bad play to lead from a suit with nothing higher than a ten, if you had a suit with an honor to lead from, unless from strength in trumps there was a possibility of bringing in the small cards. Mr. Anson's short-suit tendencies were as nothing, however, to that which came to the surface later in criticisms of "Cavendish," Clay, and Pole, the great trio who perfected the long-suit game. A writer in the *Westminster Papers* for October, 1870, gives utterance to the following heretical opinion: "In studying the theory of whist, the conclusion has been forced upon me that the system of play at present taught and followed is founded on an erroneous estimate of chances; that although it is sometimes right to make your original lead from your strongest suit, yet that, in the majority of cases, the balance of advantages is in favor of leading from your weakest. What I particularly deprecate is

the plan of commencing always in such a manner as to obtain an advantage only when you and your partner hold unusually strong cards."

The editor of the journal (Charles Mossop), as well as "Mogul" and other vigorous writers, expressed similar views, and when the long-suit authorities added to their game many conventional signals, and, above all, the American leads, the chorus of opposition was largely increased, and in the din of battle, some who were only opposed to informatory play, appeared also to be arrayed against the long-suit opening, when such was not the fact. As an example we may cite the opposition of Richard A. Proctor, who employed long-suit leads, although he earnestly combatted modern conventions.

It must be admitted that the long-suit theory, as advocated by "Cavendish" and Pole, paid rather scant attention to short suits. The modern scientific game (the perfection of partnership play by means of the long suit) did not take short suits into consideration as an important factor in whist-play. In long suits Pole was willing to admit a choice of the stronger four-card suit over the weaker five-card suit for the original lead, but when it came to opening from a suit of three good cards (a short suit) as against a suit of four weak cards, he hesitated, and pointed out that to unnecessarily lead from the three-card suit would be a violation of his theory. With the powerful influence of "Cavendish" and his disciples exerted in favor of this system, wedded as it was by them also to American leads, and other new informatory play, it was natural that it should sweep everything before it in this country, and that for several years American whist and the long-suit game should have been synonymous. When, however, the pendulum had swung as far as it could, there came a reaction, and this reaction is still at work, and promises to correct some things which may have been too radical in the long-suit propaganda. Not that the long-suit game will be displaced, for fundamentally it rests upon principles which are as sound as whist itself, but we foresee the inevitable yielding to the dictum that for exceptional hands or situations adequate exceptions must be made in the rules. If all the world played always from the long suit, and all the world played duplicate whist so that there could be no disadvantage in the holding of poor hands, it might be proper to advocate the inviolability of the long-suit rule; but even then it would rob whist-play of one of its manifold varieties which constitute its chief charm.

We have already seen that short-suitism is no new thing; that its symptoms were made manifest in England at various times in the history of whist; and that the formulation of more stringent rules for long-suit play by "Cavendish" and Pole brought out strong protests. But all this was mild compared with the opposition which suddenly developed in the New World, under the leadership of R. F. Foster, who had come to this country from Scotland at an early age, and published his first book on the game in 1889. In this volume he followed the acknowledged authorities, although not without frequent show of resentment, and his two succeeding books found him a full-fledged whist philistine. In the early part of 1896, as whist editor of the New York *Sun*, he sprung a mine under the long-suit game in this country which shook the entire

structure, although it did not destroy it. His explosives consisted of a series of powerful articles, which seemed to have the weight of the *Sun's* own authority, being unsigned, and giving no indication as to authorship. In these articles (the first of which appeared in the issue for February 23), war on the long-suit game was for the first time waged in a masterly and systematic manner in the daily press of this country. There had, indeed, been many discussions in other papers prior to this time, and some direct attacks, but nothing like the energetic warfare to which the American public was now treated; for the *Sun's* articles were copied far and wide, and reached the whist-players of the country better than did the text-books, by means of which Mr. Foster had previously made known his views. The result was that many of those who sympathized with him made themselves heard, and in time the "revolt" assumed the proportions of a new school—that of "short-suit whist." Mr. Foster's chief contention in the *Sun* was that long suits were trick-losing leads, and short-suit leads trick winners; and (what gave his arguments their special force), he went directly to the play of the American Whist Congress, as published in its official proceedings, to prove his position. Taking the hands played in the final contests for the Hamilton Trophy, he tabulated them with startling results. In one of his tables he asserted that in thirty-seven hands the original long-suit leader never took a single trick in the suit led from. *Whist* of March, 1896, pointed out that his arrangement of the tables was "somewhat specious and misleading," and that out of the thirty-seven hands above referred to twelve were merely repetitions, or, in other words, duplicate or overplay. However, any inaccuracies of this kind did not impair the success of the onslaught, and when new facts and figures were adduced in the *Sun*, it became apparent even to the most optimistic long-suit players that there was some truth (even though originally discounted) in Foster's contentions.

In addition to the war on paper now came the war of actual play. The short-suiters and the long-suiters locked horns to see who was right. Not that short-suit play and players were up to this time unknown in this country. They had always existed in the minority, and had been known to win victories in whist contests. As early as 1892, at the second congress of the American Whist League, a team of four from the Capital Bicycle Club, of Washington, D. C., won the championship, although they were opposed to American leads, information, and the long-suit game. Mr. Foster and his followers, however, carried the war into Africa. They challenged the long-suit adherents right and left, and numerous contests were played, and duly recorded, analyzed, and commented upon in the *Sun*. Victories were, of course, scored by each side, for the merits of the players themselves, aside from the systems of play employed, naturally had a bearing on the results. The team from the Manhattan Whist Club, of which Foster himself was captain, greatly distinguished itself, winning five out of six prizes, in the inter-city tournament in Brooklyn, which closed April 3, 1896. Later on, however, two of the members of this team, playing with two other members with whom they had won the challenge trophy at the sixth American Whist League congress, suffered

defeat at the hands of the long-suit team from the Narragansett Club, of Providence, R. I., and great was the jubilation of all long-suit partisans. And thus the contest between the opposing forces continued. The long-suiters were ready also with tongue and pen, and one of their most efficient leaders, George L. Bunn, captain of the famous St. Paul team, sarcastically remarked that the *Sun's* arguments appeared to him to amount to this: "I can take more tricks in my suit if my adversary is kind enough to lead it for me; so I'll just give him a few tricks in his long suit, and in return, perhaps, he will give me a few in mine."

The short-suit side of the controversy was re-enforced by several writers who possessed the gift of expressing their views with equal vigor, and among these the most bold and original was Edwin C. Howell, a disciple of Foster, who proposed an entirely new system of openings, providing for five different modes of play, each suited to some peculiarity of the hand. One of these was the long-suit game, which he permitted under extremely favorable conditions, but without the use of American leads. Another disciple of Foster, who perhaps more closely represented his ideas of short-suit, or "common sense" play, and who now threw himself into the fray with a vigorous pen, was Charles R. Keiley, a leading New York player and teacher, whose views are embodied in his book called "Common Sense in Whist."

In general short-suit advocates differ materially in their ideas as to the best way of playing the short-suit game. Foster himself was for years of the opinion that no exact rules could be laid down for what C. D. P. Hamilton and other long-suiters contemptuously named guerilla warfare. Howell was the first to make the attempt, and was followed by another enthusiastic worker in the short-suit cause, Val. W. Starnes, of Georgia, who embodied his ideas in "Short-Suit Whist," a volume which was brought out in 1896. Every book on whist published since Foster's agitation began has devoted a large share of attention to short-suit play, notably "Whist of To-day," by Milton C. Work; "Whist Up to Date," by Charles S. Street, and "Winning Whist," by Emery Boardman. Not that any of these can be classed as short-suit advocates; they are long-suit players with liberal views regarding the employment of short suits. Mr. Street is of the opinion that he has discovered a way to harmonize all long and short-suit differences by what he calls "The Modified Game" (*q. v.*). Judge Boardman is willing to concede this much to short-suit play: "Unless the eldest hand holds at least four trumps, headed by the ten or better, he should lead originally from his most advantageous weak plain suit; and his partner, unless possessing at least that minimum of trump strength, should adopt the same line of play, each leading from his own weakness to his partner's probable strength in the endeavor to establish a see-saw in plain suits, likewise taking every advantage of finesse and tenace."

All of this indicates that short-suit leads can no longer be ignored as a factor in the American game. American whist-players generally are of the opinion that leads from long and short suits both belong to legitimate whist-play; the only question is, how far is it necessary to depart from the standard long-suit opening, which, when possible,

must always remain the first consideration. It should be borne in mind that, notwithstanding assertions to the contrary, both Pole and "Cavendish" provide for short-suit leads in certain emergencies. Writers who follow Pole and "Cavendish," and accept their teachings, likewise have recourse to leads from short suits, otherwise known as forced leads. They do not, however, make them a prominent, but rather an exceptional, feature of the game.

Had short suits been analyzed and reduced to a system as fully as long suits, or had they been given pronounced, though subordinate, recognition in the long-suit economy, there would have been no "revolt" from "Cavendish" and Pole. But, with a more conciliatory spirit manifesting itself, and a disposition to do justice to both sides, the revolt itself may have been, after all, a blessing in disguise. *Whist*, in its issue of June, 1896, for instance, says: "The main difference between the two systems would seem to be mostly in the opening leads. The extreme players of either school, we presume, would lead from their longest or shortest suit, regardless of all circumstances. This is certainly a great mistake, for the most perfect game of whist consists of a judicious blending of the best points of both systems." Fisher Ames, one of the first exponents of "Cavendish" and the American leads in this country, tersely puts the case as follows:

"Let us have no confusion of ideas as to what is meant by long-suit and short-suit system. According to some of the advocates of the short-suit system, the long-suit system means the invariable opening from the longest suit under any and all conditions, regardless of the cards held in any suit. There is no such game recommended in any book on whist, so far as I ever heard. Whist-players have always resorted to short-suit leads when their hand indicated it. It would be just as fair to say that the short-suit system means the invariable opening from the shortest suit, under any and all conditions. The real difference is practically that one system uses the short-suit opening more frequently than the other."

This certainly indicates that there must be a middle ground upon which all players can meet, and reconcile existing differences. Foster seems all along to have recognized the fact that the long-suit game cannot be ignored entirely. In his "Whist Strategy," 1894, he says: "I do not for a moment wish it to be supposed that I am about to advocate the universal adoption of the short-suit lead, for it is no more generally applicable than any other, and is a very difficult game to play well." Again: "If a short-suit player opens a long suit he is playing the long-suit game, and his partner may depend upon it that nothing short of a very unfortunate position of the cards will prevent its success." More pronounced still is the evidence which we find in his whist columns in the *Sun* of May 24, 1896: "Extremes are seldom or never right in anything, and it is the opinion of the *Sun* that neither of these systems, as a system, is sound, but that the true theory of whist lies between, and that the future development of the game will be towards the discovery of the proper proportion in which the two systems, long and short, should be mixed."

It is everywhere believed that whist is passing through another stage of the evolution so ably de-

scribed by Pole. When the war of the long and short-suit factions is over we believe it may be safely predicted that still better whist will be the result.

In closing this brief review of the rise of short-suitism we can do no better than notice what progress was claimed for it at the end of the year 1897. Foster, writing in the *Sun* (December 5), claims that the "common-sense" system has been found the best up to date, although he recognizes the fact that the entire short-suit game is still in an experimental stage. He quotes, with approval, the statement of another writer that "while radical short-suitism is adopted by very few of the experts, conservative short-suitism is no longer an experiment, since it is accepted and practiced by a large proportion of our strongest players." "This," Foster thinks, "agrees pretty closely with the statement made at Albany by one of the most prominent officers of the American Whist League, who said that the result of his observations had been to convince him that there were to-day only two great classes of whist-players, those who mixed in a little short suits, and admitted it, and those who dallied with them, and denied it."

He is of the opinion that of the many short-suit ideas which have been brought forward during the past two years there seem to be at least three or four which have come to stay. These may be briefly outlined as follows: (1) Leading the top of a suit in which there is no honor. (2) Leading a low card in a plain suit to show general strength, and to encourage partner to play a forward game, especially in leading trumps. (3) Leading weak trumps from hands which are above the average in plain suits, especially if one suit is practically established, and is accompanied by a card of re-entry in another suit. (4) The return to the old idea of playing weak two-card suits down, to show no more instead of to call for trumps. It was Lord Bentinck who proposed to change the meaning of this play to calling for a trump-lead instead of asking for a force.

"The idea of showing general strength by the lead of a low card in a plain suit," says Foster, "originated with the old Manhattan team, and it was undoubtedly the great factor in their phenomenal success. So evident were the advantages of the system that Hawkins used to laugh at the blindness of the experts, and wonder how long it would be before they would wake up and see it. Well, they are fully alive to it now.

"When this idea is adopted the minor details of the system must be a matter of agreement between the partners. Some players use any card below the eight as an indication of general strength, while others stop at the four or five. Howell seems to think he invented this system of encouragement, but the only thing new in his system was using the six, seven, and eight as an invitation to be forced in that suit. The *Sun* has in its possession letters written a year before Howell's book was published, asking just how far down it was safe to go for a card which would be recognized as not led from a strong suit. The general idea in those days was to stop at the eight for the top of nothing, anything above a seven being 'rotten.' This was the Manhattan idea, although Hawkins thought even then that it would be safe to go lower down. Recent experiments have led some teams to go down to the five.

"The Pyramid Club, of Boston, which is generally conceded to be the strongest coterie of players in New England, lead the two, three, or four of a plain suit to encourage the partner to play a forward game, and the five, six, seven, and eight as the top of nothing or intermediates. They lead the queen, jack, ten, and nine as supporting cards, and 'run' with kings and aces only when they have no re-entry cards or trump strength.

"The New Jersey players, who seem strong enough to beat the best men from both New York and Brooklyn, and to play the combined strength of Philadelphia, Baltimore, and Washington to a tie, go as high as the six in leading from a plain suit to show general strength. They use the queen, jack, ten as supporting cards, and the seven, eight, nine as intermediates from suits that are long, but not accompanied by re-entry cards or trump strength."

This, in brief, is the short-suit situation at this writing, as noted by the father of short-suit whist. (See, also, "Forced Leads.")

There are justifiable short-suit leads, especially if the player is not the original leader of the hand.—*G. W. Pettes* [*L. A. P.*], "*American Whist Illustrated.*"

With a desperate score, if the adversaries opened the hand with a trump-lead, it is generally well to open your weakest suit first.—*Fisher Ames* [*L. A.*], "*Practical Guide to Whist.*"

It is justifiable to lead from a suit of less than four cards when your long suit has been started by your adversaries, and you consider it dangerous to continue the suit, or when the previous play indicates that your short suit is your partner's long one.—*John T. Mitchell* [*L. A.*], "*Duplicate Whist.*"

It has been repeatedly shown in these articles that the short-suit game is even more informatory than the long-suit game, so far as the general character of the hand goes, although perhaps not so much so as to such minute details as the spots on the cards which will be thrown away later in the hand.—*R. F. Foster* [*S. O.*], *New York Sun, July 11, 1897.*

Leading from a short suit is not only bad in itself—especially the atrocious lead from a single card which weak players affect—but it is not a method of leading systematically available, for not every hand possesses a suit of fewer than three cards. But every hand must possess a suit of four cards at least—that is, a long suit.—*R. A. Proctor* [*L. O.*], "*How to Play Whist.*"

When obliged to lead from a suit of less than four cards, the rule is to lead the highest, in order to strengthen your partner's hand, if the card you lead happens to be of his suit, and also to show him that you are weak in it. * * * When leading from a short suit in which you have two honors, you lead the higher. If the card you lead wins the trick, you follow with the other honor.—*John T. Mitchell* [*L. A.*], "*Duplicate Whist.*"

An approximate solution of the problem will probably be found ere long from practical experience. The short-suit faddists play duplicate matches from which luck is, to a great extent, eliminated. If they win a considerable proportion of these matches, the whole theory of whist will have to be reconsidered; if, on the other hand, they are hopelessly beaten, short-suitism will die a natural death.—"*Cavendish*" [*L. A.*], *Scribner's Magazine, July, 1897.*

It is generally undesirable to lead from short suits, * * * (1) because you thus lose the chief advantage of the lead—the opportunity to inform your partner of your long suit and the chance of establishing it. (2) You probably help your opponent to establish his, the chances being two to one that your antagonists have strength in your weak suit.—*Kate Wheelock* [*L. A.*], "*The Fundamental Principles and Rules of Modern American Whist,*" *1887.*

It is advisable in most cases where your game is desperate, and where it is clear your partner must be strong in your weak suit to save the game, to lead your weakest suit, notwithstanding principle 1. Your partner should finesse deeply in the suit you lead him, and should not return it, but, actuated by motives similar to yours, should lead his weakest suit, in which you should finesse deeply, and continue your weak suit, and so on.—"*Cavendish*" [*L. A.*].

What surprises us is that so few of the long-suit players seem to be aware of the large number of short-suit plays advocated by their authors under situations of forced leads, strategy, perception, etc. Get out your copy of "Cavendish" and verify this statement. If we were to

write a book on the short-suit system, we should quote very largely from the master. About all that the short-suit authors have done is to codify the exceptions to the long-suit system.—*Cassius M. Paine* [*L. A.*], *Whist, August, 1896.*

In playing against short-suit leads, second hand must cover much more freely, and must cover certain cards which, under the long-suit system of leading, he is instructed to pass. Third hand, as a rule, is expected to finesse pretty deeply on a short suit led by his partner, while at the long-suit game such finessing is properly restricted to the holding of ace-queen only, and even this is regarded by many players as of little or no value if holding more than three cards of the suit.—*W. A. Potter* [*S+O.*], *Providence Journal, August 1, 1897.*

Over a year ago a party of four men in this city [New Castle, Pa.,] decided to give the original short-suit game, as we understood it, a fair trial. They arrived at this general idea: If a hand is a tenace hand in suit, be the trump four small or less, it will be permissible to open a short-suit originally where the card led is not below a nine, or to open a four-suit headed with nine or ten, with the highest card in it. It follows then that the partner does not return the suit so opened, but that it is a good suit to lead through the original leader.—*G. B. Zahniser* [*S. O.*], *Whist, April, 1896.*

The long-suit player always begins with his long suit, whether he has the slightest hope of establishing, defending, and bringing it in or not. The short-suit player never touches it except for one or two reasons: because he is in a hurry to secure tricks with any winning cards the suit may contain, or because he is pretty sure he can make the suit with any reasonable assistance from his partner. If neither of these reasons exists, he will not lead the suit as a long suit, but will begin with an intermediate card, if he leads it at all.—*R. F. Foster* [*S. O.*], *New York Sun, May 17, 1896.*

Many of those who adopt the short-suit game as a regular system of play, use the original or opening lead to indicate the general character of the hand, rather than any details of the individual suit. In the long-suit game the original leader is always assuming that his partner may have something or other, and playing on that supposition. The short-suit player indicates the system of play best adapted to his own hand, without the slightest regard to the possibilities of his partner. It is the duty of the partner to indicate his hand in turn, and to shape the policy of the play on the combined indications of the two. This system was elaborated by E. C. Howell.—*R. F. Foster* [*S. O.*], "*Complete Hoyle.*"

From such considerations as these [when the game is desperate and you hold only weak suits] has arisen the so-called short-suit system, that of finesse and tenace instead of main strength, bearing about the same relation to the regular long-suit play as chess does to checkers. It should neither be hastily condemned nor indiscriminately adopted. The advantage of this system consists in its conceded effectiveness, under favorable circumstances, in the play of hands devoid of or weak in trumps. Its disadvantages are due chiefly to the great difficulty at times of recognizing the nature of the lead, as in this play partner's suit should never be returned, or a possible advantage of finesse or tenace sacrificed. It is usually quite as difficult to find two players who can be relied upon to properly support each other in this system as to beat their game when found.—*Emery Boardman* [*L+A.*], "*Winning Whist.*"

If you, pitying the pathetic efforts of the wooden long-suit player as he blindly tries to cast all hands, be they large or small, round, triangular, or oval, in his one little square mould, if you, I repeat, have led singletons and short suits, and later have eagerly trumped those suits, you must have noticed certain flaws in your system; you frequently must have shaken your partner's confidence in you, by calling upon him to play sometimes upon a lead from length, other times upon a short lead, he could not tell which, being absolutely in the dark as to what you held in your hand. Have you not often led a low-card singleton, or else a low two-card suit, and caused your partner to play third in hand a king or a queen, which was lost to the adversary's ace? Do you think that such a loss was compensated for by the chance you thereby gained to trump that suit, if indeed the adversaries did not first draw your trumps?—*Charles S. Street* [*L+A.*], "*Whist Up to Date,*" *1897.*

In these cases [with four trumps which cannot be led without further justification and three plain suits of three cards each; or with your long suit previously led by the adversary] you may be driven to make an unphilosophical, or, as it is technically called, *forced* lead from a short suit of three cards or less. * * * But you must not try to deceive your partner into believing you are leading from a long suit; and an effective mode of doing this is to reverse the ordinary rule and lead the *highest*, instead of the lowest of the suit. * * * This rule is not arbitrary; it is founded on reason, for your high card will probably enable your partner to finesse, and will save

him from losing a high card to no purpose, which he might do if you led the lowest. If, having three, the highest is an ace, king, or queen, you are justified in leading the lowest in the hope of afterwards making your high card, and to avoid the chance of strengthening the adversary.—*William Pole* [*L. A+*], "*Philosophy of Whist*," *1883*.

The New York *Sun's* whist column, for the past two issues, has contained statistics to burn—and that's all they are good for. The thing sought to be proved is, we suppose, that if these suits had not been opened more tricks would have been taken in them, and consequently, according to the profound logic of the editor, the suits should never have been opened at all, but a short suit should have been led in each case, whereupon, of course, the adversaries will proceed to lead their short suits, which will be the long suits of the original leaders, and the original leaders will then proceed to take tricks in those long suits. In other words, the argument is this: I can take more tricks in my suit if the adversary is kind enough to lead it for me; so I'll just give him a few tricks in his long suit, and in return, perhaps, he will give me a few in mine. I'll be fair about it; I'll give first and trust to his generosity in returning the gift. Of course, the mere statement of this argument is an absurdity; in the first place, it contains an admission that the short-suit lead is going to give the adversaries tricks in their long suits that they could not get if compelled to lead them themselves—a practical confession that the short-suit game is a decided advantage to the opponents. In the next place, it entirely overlooks the fact that the adversary, with the great advantage of having his suit established by his opponent's lead, before he returns the favor, is very apt to exhaust trumps, and make a few cards of that established suit, giving his partner discards of the losing cards in the long suit of the original leader. After he does that he may be ungenerous enough to lead his partner's declared suit before paying the debt he owes to the adversary. After his partner has taken a few tricks himself he may feel charitably enough disposed, and probably is devoutly thankful for the tricks presented, but there are only thirteen cards in a hand at whist, and the deal is over.—*George L. Bunn* [*L. A.*], *St. Paul Globe*, *1897*.

That there are hands in which it is most disadvantageous to open such a suit [a long suit] the expert players of the day agree with a unanimity which the whist writers and teachers, who are fond of asserting the doctrine that a short suit should never be opened originally, cannot explain. * * * The whist-players of the day may on this subject be divided into three classes, viz.: (*a*) Those who never originally open a short suit. (*b*) Those who do so with four trumps, and either no long plain suit or one which they do not wish to open. (*c*) Those who do so, regardless of the number of their trumps, whenever they do not desire to open a long suit. The position taken by class (*a*) is as antiquated as that of class (*c*) is unsound. Class (*b*) unquestionably stands on the best trick-taking basis; but, like every other good play at the whist-table, the original opening of a short suit with trump strength may be carried to an absurd extreme. The play should only be made when both the combinations favorable to it exist, viz., a short suit well adapted for opening purposes, and either no long plain suit or one which it is most unquestionably a disadvantage to open. To those who desire to have an absolute rule to guide in each case the following ideas on the subject may be of value. It is obviously impossible, however, to accurately cover every case, the make-up of the entire hand having much to do with the decision to be reached. [Mr. Work then divides short suits into three classes, as follows:] (1) Those well adapted for an original opening, as queen, jack, with or without one other; jack, ten, with or without one other; ten, nine, with or without one other; jack, with one or two others. (2) Those which may be opened originally, if necessity requires a short-suit opening, as ace and two small (lead smallest); queen and one other; ten and one or two others; nine and one or two others. (3) Those which should never be originally opened, embracing all other short suits.—*Milton C. Work* [*L. A. H.*], "*Whist of To-day*."

Short-Suit Leads, Foster's.—While R. F. Foster is the acknowledged leader of the short-suit movement in America, he has not given us any text-book devoted exclusively to an exposition of the short-suit philosophy, such as Pole, on the opposite side, devoted to the theory of the long-suit, for instance. Mr. Foster's short-suit teachings are mainly embodied in his trenchant articles published in the New York *Sun* and other journals of the day. They are also reflected, to a certain extent, in his text-books on whist. In his "Whist Strategy"

(1894) he tells us that "the short-suit game is one in which the players lead supporting cards to each other, with a view to enabling the leader's partner to finesse to advantage in suits in which the leader himself is weak. Each endeavors to secure the best results from any combinations of high cards he may hold, by getting tenaces led up to, instead of leading away from them." He adds, very conservatively, "It is usually adopted only when the hand is not strong enough for the long-suit game." In the revised edition of his "Whist Manual" (1896) he states the object of the short-suit game to be "to secure for certain cards in your hand a trick-taking value which does not naturally belong to them, by taking advantage of probable, known, or inferred positions of the cards. It is a game," he adds, "in which the original leader tries to strengthen his partner, but holds on to his tenaces, and in which the partner finesses deeply, leads strengthening cards, and plays them in second hand, holding his tenaces and watching for opportunities." In "Whist Tactics" (1895) he gives the following concise directions for the short-suit game:

"Lead the best card of your short suit, provided it is above an eight and not higher than a queen. Lead a strengthening card from your long suit, if you are too weak to play the long-suit game. Adopt either of the two foregoing in preference to leading away from a suit in which you hold either a major or a minor tenace. Lead a singleton only when you have six trumps and your partner knows nothing of the game."

Thus, according to his mode of play, the original lead of any card below a nine shows that the suit is strong, and that there are good chances of defending and bringing it in—in other words, it indicates the long-suit game for that particular hand. The short-suit system as above outlined, he holds, has a great advantage over the invariable lead from long suits, in that it shows when there is little or no chance for a long-suit game to succeed. On the other hand, when a short-suit player leads originally from his long suit, his partner has the assurance that it will probably be brought in, which is another decided advantage. Mr. Foster says he does not lead short suits in preference to long suits, but as a warning to partner that the long suit is worthless as an opening lead, even with reasonable assistance from him.

His mode of play, and that recommended by him in the *Sun*, is frequently spoken of as the "common-sense" game. Aside from his rejection of the invariable long-suit opening, he has also, as is well known, rejected American leads and all other conventional signals, although learning them in order to keep watch of his adversaries who employ them. His most recent definition of common-sense players (*Sun*, 1897) may be taken as a statement of his own position:

"Common-sense players use no number-showing leads, no trump-signals, no echoes, no four-signals, no calls through honors turned, no interior leads, no directive discards, nor anything of that kind. They confine themselves to the very simple principle of playing strong suits up and weak suits down. None of their plays have any occult meaning, but they simply indicate that they are managing their hands according to their lights. Their partners are not directed by any private or conventional signals,

and are free to infer what they can from the cards played by their partners and the apparent designs of their adversaries."

This very simple and unfettered game differs somewhat from other methods of short-suit play, especially from that of E. C. Howell (originally a disciple of Foster), which the latter finds almost as objectionable as the long-suit game and American leads. He says: "It is not necessary for common-sense players to agree beforehand that certain cards shall mean certain things, which is the essential principle of the Howell game. Such a system confines the player, and keeps him in constant dread of having to choose between two leads, neither of which expresses what he wants his partner to know, and both of which deceive him in some degree. Common-sense players make leads that are not clear to their partners sometimes, but they usually set them right about their hands before any damage is done."

Foster also lays down the general proposition elsewhere that it is better for a player, especially with a strong hand, to play with the knowledge that his partner is weak, than under the mistaken impression that he may be strong. Hence the uniform adoption of leads from short suits when holding weak hands.

In this connection we may appropriately give three illustrative hands, with comments, which Mr. Foster published in the *Sun*, as showing the three leading principles of the short-suit game as taught by him. The first is the play of a strong hand, without much regard to partner, involving a free use of false cards and underplay. Hearts are trumps. A leads; the underscored card wins the trick, and the card below is the next one led:

Tricks.	A	Y	B	Z
1	♡ K	♡ 2	♡ 8	♡ A
2	A ♢	7 ♢	2 ♢	J ♢
3	♡ Q	♡ 4	♡ 3	♡ 5
4	♡ J	♡ 7	♡ 9	♡ 6
5	4 ♢	8 ♢	10 ♢	6 ♢
6	♣ K	♣ 6	♣ 10	♣ 3
7	K ♢	Q ♢	3 ♢	9 ♢
8	2 ♠	5 ♠	10 ♠	3 ♠
9	♣ 7	♡ 10	5 ♢	♣ 4
10	♣ A	♣ Q	♣ 2	♣ 5
11	A ♠	K ♠	4 ♠	8 ♠
12	Q ♠	♣ 9	6 ♠	9 ♠
13	J ♠	♣ J	7 ♠	♣ 8

Score: A-B, 11; Y-Z, 2.

Trick 2.—A knows that his partner must have several of the small diamonds which are missing, and that the jack is Z's best.

Trick 5.—A underplays in diamonds, as it is an even chance whether Y or B has the queen. If Y has it, he will naturally place the king on his left, on account of the false card at trick 2. Even if Y is suspicious and puts on the queen, if he has it, he must lead up to A. If B can win the trick, it will give him an opportunity to show his hand.

Trick 6.—B infers that his partner's suit must be clubs, and he has no difficulty in placing the diamond king in A's hand.

Trick 7.—A cannot place the diamond queen, as B would finesse with queen, ten against Z; but as B must have two diamonds, it is better to get the king out of his way.

Trick 8.—The fall of the diamonds marks B with the thirteenth, and in order to get him in to make it, A leads a small spade. This is one of the principal things about this style of play. If you want to give your partner discards, not to allow him to make tricks, lead high cards; but if you want to get him into the lead for any purpose, lead low ones. This strategy often brings about very interesting situations.

The only tricks made by Y-Z in this hand are the ace of trumps and the odd trump, which must make in any case, no matter how the hand is played.

The second hand illustrates what has been known for many years in Europe as the "invite." It may be played either in trumps or in plain suits. The invitation in trumps is usually made when they are weak, by first showing the command of your long suit, or of a re-entry suit, and then leading a trump. It practically says to partner: "This is my game, but my trumps are poor. Can you help me out? If not, return my suit." Partner is not bound to return the trump lead unless he thinks best, and in this respect the invitation differs from an original lead of trumps. The invitation in plain suits is made by beginning with a small card of a long suit containing neither ace, king, nor king, queen, jack. The suit led must be accompanied by a sure card of re-entry in another suit. Hearts are trumps, as before:

Tricks.	A	Y	B	Z
1	Q ♢	2 ♢	4 ♢	K ♢
2	♣ 7	♣ Q	♣ 4	♣ 2
3	♡ 5	♡ 2	♡ 7	♡ K
4	♡ 6	♡ J	♡ 9	♡ 8
5	♡ Q	♡ A	♡ 10	♡ 3
6	♣ 8	♣ K	4 ♠	♣ 3
7	3 ♠	2 ♠	9 ♠	A ♠
8	♣ J	3 ♢	7 ♠	♣ A
9	5 ♠	5 ♢	10 ♠	♣ 10
10	6 ♠	7 ♢	J ♠	♣ 9
11	8 ♠	8 ♢	6 ♢	♣ 6
12	10 ♢	9 ♢	Q ♠	♣ 5
13	J ♢	♡ 4	K ♠	A ♢

Score: A–B, 0; Y–Z, 13.

Trick 1.—Had A followed the teachings of Pole, and opened his four-card spade suit, the result would have been exactly the same; for Z, with his re-entry cards in diamonds, would still have invited his partner with the small club, and Y would have been certain that Z's re-entry suit was diamonds, and not spades.

Trick 2.—Z is too weak to risk beginning with the trumps with an unestablished suit, because a force in spades might ruin his hand. He cannot show any card of re-entry before leading trumps, so he invites his partner's assistance in making his clubs. In this system of play, all such brain-saving devices as fourth-best leads are utterly disregarded; the attention of the players is concentrated on the position and on the strategy to be employed, not wasted in counting spots.

Trick 3.—Y snaps at the bait offered by Z, and leads the trumps at once, knowing the invitation in clubs would not be extended without an accompanying card of re-entry in one of the other plain suits.

Trick 7.—If Z's card of re-entry is not in spades, Y can trump the second round of that suit, and lead the diamonds.

The third hand illustrates a form of play in which you sacrifice your hand to partner entirely, having no hope of accomplishing anything yourself except taking a trick possibly in a weak suit or making a tenace perhaps in a short one. The theory is that when there is nothing to lead trumps for, no long suit to play for, no need of partner's assistance in anything, it is better to advise your partner early in the game not to waste his substance upon you, but to look out for himself. The opening leads in this form of strategy are easily distinguished, because the card led is neither a winning one nor a small one, and the suit to which it belongs is never the trump. Howell calls this the supporting-card game, in which a player, without the establishment of a suit, picks up tricks here and there with high cards, and leads cards worthless in his own hand, but of such a size that they may help partner. High cards and tenace strength are carefully nursed. Foster calls it the tenace game. Hearts are trumps, and A leads, as before:

Tricks.	A	Y	B	Z
1	♣ 9	♣ 10	♣ 2	♣ J
2	♡ 2	♡ 5	♡ 3	♡ K
3	♡ 7	♡ 4	♡ 6	♡ A
4	♡ 10	♡ J	♡ Q	♡ 9
5	Q ◇	2 ◇	8 ◇	4 ◇
6	6 ♠	7 ♠	10 ♠	K ♠
7	♣ 6	6 ◇	♣ 4	♣ 5
8	5 ♠	8 ♠	J ♠	4 ♠
9	3 ♠	Q ♠	A ♠	9 ♠
10	A ◇	7 ◇	5 ◇	K ◇
11	2 ♠	9 ◇	3 ◇	♣ 8
12	♣ 3	10 ◇	♣ A	♣ Q
13	♡ 8	J ◇	♣ 7	♣ K

Score: A–B, 9; Y–Z, 4.

Trick 1.—Having nothing to hope for but the tenace in diamonds, A leads his best supporting card to partner. Although Y covers the nine led, B sees no reason why he should win the trick. He is fairly warned to look out for himself, and besides the disadvantage of giving up the entire club suit to the adversaries, he has a very bad hand to lead away from. Z naturally places the club ace with Y, and thinking they have the entire suit between them, with a probable ruff staring them in the face, he wins his partner's trick to lead trumps, which is very proper with his good re-entry cards.

Trick 4.—Z cannot tell whether his partner has three trumps or four, but it is better to go on. From the fall of the cards no one but the holder of it knows who has the last trump.

Trick 6.—Partner having apparently nothing in clubs or diamonds, A naturally tries the spades, which B must finesse.

Trick 7.—Z's idea of the hand now is that his partner must have the club ace and an honor in spades, so he leads a small club to get his suit unblocked. A follows the invariable short-suit principle of second-hand play, "cover everything," and afterward plays the spade suit "down," enabling partner to mark him absolutely with the trey and deuce. It is hardly necessary to say that the last seven tricks in this hand were eye-openers.

Short-Suit Leads, Howell's.—The most radical of the short-suit advocates is probably Edwin C. Howell, of Boston, whose ideas were at first imbibed from Foster, but who soon started out upon independent lines of his own. He tells us that a few years ago, while discussing with Foster the short-suit ideas promulgated in the latter's "Whist Strategy," he asked if they could not be reduced to a system, perhaps the same as the long-suit, or modern scientific game. Mr. Foster did not see how such a thing could be done; in fact, he was not in favor of laying down any hard-and-fast rules. He believed in allowing every good player to use his judgment in regard to the opening of his hand, and above all, he wished to avoid a cut-and-dried, wooden, or "parrotic" style of play.

"All this," says Mr. Howell, "was very charming and ingenious; but I held then, have always maintained, and believe now more firmly than ever, that a definite system of play, founded in principle and developed by information-giving conventions, is essential to the practice of whist, however pleasing the go-as-you-please tactics may be in theory." Hence, Mr. Howell's book, "Whist Openings," which appeared in 1896, and the so-called Howell game therein advocated. This may be briefly summarized as follows: When a player holds a long suit which is not headed by a sequence of two or more high cards, and is not accompanied by such strength in trumps and other plain suits that, with reasonable assistance from partner, it may be established and brought in, it should be left untouched, for the player is more likely to make tricks in it if some one else opens it. Instead of leading from such a

suit, he should lead from one in which he does not expect to make a trick, and then he will not be disappointed. Nor will he compromise partner's hand by forcing him to make a probable sacrifice that can do neither any good. On the other hand, by leading a fairly high card from his poor suit, the player will probably strengthen partner's hand, and if he leads from a very short suit he may also win a trick or two in trumps, just when he needs them. "Such," says Mr. Howell, "are the distinct earmarks of the short-suit game—tender nursing of strength that cannot take care of itself, support of partner without sacrifice, and cheerful consent to a 'force' with weak trumps or strong if you see nothing better."

He next proposes to throw aside the whole system of American leads (with the exception of the trump indications), and to substitute therefor his plan by which the general character of the whole hand, instead of only one suit, may be shown by the lead. For this purpose he defines five ways in which tricks may be won, each dependent upon the cards held in hand, as follows: (1) The long-suit game. (2) The supporting-card game, played by "preserving your high cards and tenace strength, and leading cards worthless in your hand, but of such a size that they may help partner." (3) The high-card game, "having several high cards in sequence in a plain suit, you may endeavor to win tricks with them as early as possible, without regard for the rest of the hand." (4) The ruffing game, starting in with the lead from a very short suit, in order to win tricks in it by ruffing. (5) The trump attack, "having length and strength in trumps, and at least one good plain suit, or winning cards scattered among the three plain suits." He advises his followers to "play the long-suit game if you have a good plain suit, fair strength in trumps, and at least one reasonably probable card of re-entry in another suit," and adds: "You should not indicate the long-suit game by your original lead, unless you are perfectly willing that partner should immediately lead trumps, from strong or weak ones." As for the manner of indicating to partner the long-suit or any other of the five styles of game, the author gives in brief the meaning of the various leads, as follows:

Ace—followed by king, indicates the high-card game, generally five or more in suit, with little or no strength outside of the suit led; followed by a small card, indicates the ruffing game, with probably no more in the suit led.

King—followed by ace, indicates the high-card game, but greater accompanying strength than ace followed by king; unaccompanied by ace, indicates the high-card game, with probably queen and jack and others of the suit remaining.

Queen—indicates the supporting-card game, and not more than two in suit.

Jack—followed by queen, indicates the high-card game, the suit led being queen, jack, ten, and others; followed by ace or king, or a small card, indicates the supporting-card game, and generally not more than three in suit.

Ten or nine—indicates the supporting-card game; followed by jack or ten, respectively, indicates a suit of four or more; does not deny higher cards in the suit.

Eight, seven, or six—indicates the ruffing game, with generally not more than two in suit; generally denies any higher card in suit.

Five, four, three, or two—indicates the long-suit game, with probably a good suit, and certainly trump strength; commands partner, if he gets in early, to lead trumps.

As already intimated, only in the matter of trumps does Mr. Howell retain a vestige of the American leads. He says: "In trumps use the American leads to show number, including the fourth best; lead

the fourth best from king, jack, ten, and others, and ten from queen, jack, and others."

Under the Howell system, every card originally led must have a certain meaning, and if there is no card in the hand which will convey the meaning intended the partner is just as much deceived as in the long-suit game. Many instances occur in which the leader cannot properly show his hand. His long suit has no card below a seven; his short suit has none above a five; he has no supporting cards, his suits being headed by kings, with very small trump-inviting cards with them. Many cases arise in which an intermediate or ambiguous card must be selected, or a ruff must be invited in a suit in which the leader holds three cards.—*R. F. Foster* [*S. O.*], *New York Sun*, *1896*.

Short-Suit Leads, Keiley's.— The system of short-suit leads advocated by Charles R. Keiley, in his "Common Sense in Whist," (which he had nearly ready for press in 1898) differs radically from that of Howell, and conforms more closely to the ideas of Foster.

"Whist," says Mr. Keiley in the introduction to his book, "has been called a battle royal of brains. The players are the generals, and the cards the forces. The forces are sometimes strong, sometimes weak. Strong in themselves, as in the case of trumps; strong by position, as suits with tenaces; or strong by development, as in the case of a good long suit, a re-entry card, and trumps out. The forces are weak when the opener has simply to play and hope, when he has little or nothing himself, but hopes for a big game by his partner's aid.

"A general needs common sense on the battlefield; so does the whist-player at the table. If, when studying military tactics, one were told to follow a plan which proved abortive nine times to one success, what would be thought of the professor? This is what the long-suiters urge at whist. No one who claims to be an authority on the rigid long-suit game will aver that a suit is established in the opener's hand oftener than once in ten. Does it seem reasonable to follow such a plan exclusively? The fact that there is a success occasionally will prevent the long-suit game from being abandoned, but that does not prevent departures from it.

"Whist should be considered from the standpoints of attack and defense. The opener should not always be on the offensive, for aggressive methods often produce undesired results when strength is absent; on the other hand, too much defense prevents great gains. Attack, defend, or run. Play the long suit or the trump attack, play the supporting-card game, or take your high cards in before a cruel frost blights their prospects."

Mr. Keiley's method is sometimes called the New York game, and is an elaboration of the tactics employed by the team from the New York Whist Club, which, under Mr. Keiley's captaincy, won the Challenge Trophy at the sixth congress of the American Whist League. Mr. Keiley holds that it is unadvisable to attempt the long-suit game with an unestablished suit, unless the hand contains, besides the long suit, three trumps with two honors, or four trumps with an honor, or five medium trumps; and in each case a card of re-entry in another suit. Here are the leads advocated by him in detail:

The lead of ace shows a suit of five or more without the queen or the jack. If the ace be followed by king, the player is weak and is "running"—that is, trying to get what tricks he can before the high cards sour in his hand. The players employing this system rarely lead the ace when they have not the king; and when they are forced

to lead from the ace, queen, jack combination, they often open with a low card.

The lead of the king shows two tricks in the suit; accordingly it is led originally only from ace, king, or king, queen, jack combinations. From king, queen, and small, the lead is usually a small card. From king, queen, ten, and others, the king is not led unless the suit is very long.

The queen-lead shows the ability to win the third round in the suit; accordingly it is led from queen and one small; from queen, jack, ten, or sometimes from queen, jack, nine. The lead from queen and one small is avoided, however, when the hand presents a better opportunity.

The jack is always the top of the suit. The lead of the jack from jack and one small is regarded as an ideal one in this game.

The ten is usually led as the top of the suit, though it may be an intermediate. A suit of four or five cards, headed by the ten, is opened with this card.

The nine is never led as a fourth best, or as an intermediate; only as the top of nothing.

The eight, seven, six, five, four, trey, and deuce are either the top of short weak suits, or the bottom of long and moderately well-supported suits. If from weak suits, the hand is "played down;" that is, if the eight is led from eight, six, two, the six is played on the second round. On the other hand, if the suit is moderately strong it is "played up."

Short-Suit Leads, Starnes'.— We have already seen that Foster's short-suit observations in his "Whist Strategy" caused E. C. Howell to enter the field as an exponent of exact rules for short-suit play. Foster's "Whist Strategy" is likewise responsible for another able attempt, upon somewhat different lines, to reduce the short-suit game to a science. We allude to Val. W. Starnes' book on "Short-Suit Whist," published in 1896.

Mr. Starnes starts out by saying, that most writers on whist have in the past merely touched upon the original lead from a short suit, which they regard as forced, but he can see no reason why some one should not undertake for the short-suit game what so many have done for the long, that is, "to disintegrate and analyze its requirements, and build up therefrom a connected system of play that should be to some extent at least amenable to rule." He confesses that the short-suit game does not as readily lend itself to "rule of thumb" as the long-suit game, but is of the opinion that it can be systematized to a much greater extent than is generally supposed, and that many definite directions can be given, which will enable the partners easily to read each other's hands. When both partners have some acquaintance with this method of play, Mr. Starnes very much questions the wisdom of the original lead from the long suit under all circumstances; but to go to the other extreme, and insist upon the universal adoption of the short-suit lead, he is frank to admit, "would be taking a still bolder step, and would be almost as great a mistake as the invariable lead from the long suit."

Like Foster he eschews American leads and remains loyal to the old system. By taking the conventional long-suit leads under this system as a standard, he says: "We are enabled to detect the short-suit leads by the difference between the two. If," he continues, "I

lead a card, that by general consent, is led only when accompanied by a certain other card, and you know that I do not hold that other card, you also know that I have not made a conventional lead. This is negative evidence that I have made a short-suit lead."

If forced to open a suit from which no conventional lead can be made, he advises that it should be treated as a short suit, and led from as such. The various short-suit leads are given by him as follows, the two-card suit being considered the "short suit par excellence:"

Ace, king alone.—With these two cards it is evident that nothing would be gained by leading either of them. * * * It is therefore better to begin with another suit, keeping the ace-king suit for purposes of re-entry. * * *

Ace, queen alone.—These cards forming the major tenace, you will, of course, lead neither of them.

Ace, jack alone.—These cards, and ace, ten, are best led up to; so that with such a combination you should select some other suit. If your hand is so constituted that you cannot avoid playing one of these, as when you hold tenace in all three of the other suits, lead the lower card, the jack or ten, not the ace.

Ace and one small.—With the ace and any other card from the nine to the two, always lead the small card, if you must lead the suit at all. As already stated, it is best to keep commanding cards. * * *

King, queen alone.—With these lead the king, for with the royal couple you can afford to force out the ace at the sacrifice of his majesty, since you are left in command, with the queen as a card of re-entry, and at the same time have thrown the lead.

King and one small.—With these you should lead some other suit, in conformity with the principle that with the second best only once guarded it is safer to let some one else lead the suit. * * *

In all other cases lead the higher of two cards.

With any two cards lower than the nine some other suit should be selected for the opening lead, as partner will find it very difficult to read the lead correctly. In desperate cases you may go as low as a seven, or perhaps a six, provided you adhere strictly to the rule of leading always the higher card.

If a singleton is to be led at all, the denomination of it, so that it is lower than a king, does not matter.

In continuing short-suit leads, Mr. Starnes is of the opinion that it is always desirable to follow up a strengthening card with another card of the same suit. For instance, if you lead a queen, and it wins, he advises going on with the suit; so also with the lead of jack, but if a ten or nine wins, under similar circumstances, it should generally be followed by a lead of trumps, as partner must be very strong in the suit. He would in such case lead trumps if possessed of four trumps with one honor, or three trumps with two honors. Of trump leads in general he says: "Although short-suit leads are never made in trumps, the system of leading trumps should be thoroughly understood, as it varies somewhat from plain-suit leads." Much space is naturally devoted by him to tenace, finesse, and cross-ruffing, and he lays down this fundamental principle and ruling motive of the short-suit game, which he considers the essence of all whist: "Every card, individually, is more valuable when led up to than when led." He says in conclusion: "The long suit is admirably adapted to a fine hand, but such hands are sadly in the minority. The short-suit game provides for the great majority of hands, which are only moderately strong or woefully weak."

The following illustrative hands and comments are from the book, and show Mr. Starnes' mode of play contrasted with that of strict long-suit players. Hearts trumps. A and B are partners, and play the long-suit game, against Y and Z, who are short-suiters. A leads. The underlined card wins the trick, and the card below it is the one which is led next:

Tricks.	A	Y	B	Z
1	♡ 6	♡ 5	♡ 3	♡ 9
2	Q ♢	K ♢	A ♢	J ♢
3	♡ 2	♡ A	♡ 4	♡ 10
4	4 ♢	10 ♢	3 ♢	2 ♢
5	♡ 7	9 ♢	5 ♢	7 ♢
6	Q ♠	A ♠	6 ♠	5 ♠
7	♣ 8	♣ 2	♣ 3	♣ J
8	♡ K	4 ♠	6 ♢	♡ Q
9	K ♠	7 ♠	J ♠	8 ♠
10	2 ♠	♣ 4	♣ 5	10 ♠
11	♡ 8	♣ Q	♣ 6	♡ J
12	3 ♠	♣ A	♣ 7	♣ K
13	9 ♠	8 ♢	♣ 10	♣ 9

Score: A–B, 4; Y–Z, 9.

Comments by Mr. Starnes:

Trick 1.—A has been taught always to lead trumps from five; so he begins with his fourth-best heart.

Trick 2.—Z is a short-suit player, and wants his club tenace led up to if possible. Both his other suits being weak, he selects the one with the highest card, other than an ace or king, and leads it to his partner as a supporting card. A properly covers with the queen, which would gain a trick if the positions of the ace and king were reversed.

Trick 3.—B has been taught that only sudden illness or having no trumps, will excuse the failure to return partner's original lead of the trump suit.

Trick 4.—Y continues the established diamond suit to force the strong trump hand.

Trick 6.—As A cannot catch both Z's trumps, he must proceed to the establishment of the spades.

Trick 7.—If Y continues diamonds, A will make both his trumps; so he is forced to open the club suit, beginning with the smallest card so as not to promote the minor tenace if it is in the adversaries' hands. Z finesses the jack, as Y's lead must be from a strong suit; the deuce not being a supporting card.

Trick 8.—Z's play is now to prevent A from making both his trumps.

Now let us examine the overplay, in which A and B are short-suit players, while their adversaries, Y and Z, follow the long-suit system:

Tricks.	A	Y	B	Z
1	Q ♢	K ♢	A ♢	2 ♢
2	2 ♠	A ♠	J ♠	5 ♠
3	4 ♢	10 ♢	3 ♢	J ♢
4	♡ 2	♡ 5	♡ 3	♡ Q
5	♡ 6	♡ A	♡ 4	♡ J
6	♣ 8	♣ 2	♣ 3	♣ K
7	♡ 7	8 ♢	5 ♢	7 ♢
8	♡ K	4 ♠	6 ♢	♡ 9
9	K ♠	7 ♠	6 ♠	8 ♠
10	Q ♠	♣ 4	♣ 5	10 ♠
11	9 ♠	♣ Q	♣ 6	♡ 10
12	♡ 8	9 ♢	♣ 7	♣ J
13	3 ♠	♣ A	♣ 10	♣ 9

Score: A–B, 7; Y–Z, 6.

Comments by Mr. Starnes:

Trick 1.—Having no reason to lead trumps, even with five, and not having three honors in his long suit, A prefers the good short-suit lead in diamonds. Although Y has not the fourchette, the cards he holds below the king are strong enough to warrant him in forcing A–B to play two honors to win this trick. The fall of the cards leaves the jack the only card out against Y's diamonds.

Trick 2.—B returns the supporting spade, which A finesses.

Trick 3.—Y, being a long-suit player, proceeds to establish the diamond suit by leading one of the second and third best. Z wins this trick in order to lead trumps, as he knows diamonds must be Y's suit, and he has four good trumps and a card of re-entry in clubs.

Trick 6.—Y leads a small club as the best chance to get his partner into the lead again to continue the trumps. Being a long-suit player, Z does not finesse the club jack.

Trick 7.—Z cannot risk the continuation of the trumps, but prefers to force with the diamond suit.

Trick 8.—A draws one of Z's trumps, and forces the other with the established spade suit.

The rest of the hand plays itself. The result is a distinct gain of three tricks, which are made in the face of the best defensive play possible for Y-Z. A very little carelessness on the part of the long-suit players would have lost them three tricks more, making the gain of the short-suit play six tricks instead of three. For instance: On the original A might have played the king of trumps on the return of the suit, which would have made it possible for Z to draw both his trumps after one had been forced out by Y's diamonds. This would have lost three tricks. Another would have been lost if Y had not covered the diamond queen on the overplay.

In the original, Z's short-suit lead of the diamond jack enables his partner to win two tricks in the suit; while the long-suit player with the same cards got none. In the overplay B's short-suit lead of spade jack enabled his partner to take three tricks in spades; but in the original the player who led this suit got none. In the trump suit the short-suit player made three tricks by not leading them; while the player who led them got two only.

Short-Suit Leads, Tormey's.—While a number of clever writers on whist have tried to develop short-suit play after the manner of the long-suit game, by extending and forming it into a separate system, and have paid as much attention to it as writers on the other side have to long suits; and while others, like Charles S. Street, have proposed a mixture of long and short-suit ideas for expert play (see, "Modified Game"), there are some long-suit advocates and players who believe in essentially upholding the long-suit game as the standard, and providing more liberally than heretofore for forced leads or short-suit play in emergencies. One of these is P. J. Tormey, of San Francisco, who has propounded and answered the following series of questions:

1. You hold, say, three three-card suits, and four trumps. What then?

Lead the top of a three-card suit headed by queen or jack, or the bottom of one headed by ace or king; and, if you hold two tenaces, lead the fourth-best trump. (See note on trump lead, case 4.)

2. Same holding, only change the four trumps to plain suit. What then?

If the four-card suit is headed by the eight or nine, lead the top (or highest), never the bottom. If the suit of four cards is headed by a ten or higher, lead fourth best. If the highest is a seven or under, don't lead from it; open a three-card suit. (See case 1.)

3. You hold five or six cards of a plain suit, headed by an eight, two or three small trumps, no suit. What then?

If you hold five or six cards of a suit headed by eight or lower, treat it as worthless, and don't open it. Open a three-card suit; if you cannot do so, open a two-card suit from the top, if not higher than a queen.

4. You hold four, five, or six small trumps and no plain suit. What then?

When you are the original leader, and hold four, five, or even six small trumps, and no suit worth trying to establish, or want to protect a high card or tenace in one of your short suits, or when you think a lead of trumps is the best protection for your hand, lead the smallest from four, five, or even six, and have the lead convey this information to your partner: This is my lowest trump. I have four or five, or possibly six, and no plain suit to establish, and you should not return trump without good reasons of your own for doing so. If my partner does return trump immediately, he should say by so doing that he has a suit he can bring in; not a suit to establish, for if it was not established he should lead from it first, and then return trump, and not until then. The original leader can "high-low" at the first opportunity to tell number of trumps, if he wishes to. If the original leader wants an immediate or quick return of the trump suit, then lead any trump that can mark a lower one in hand; number can be shown later by the "high-low" play. If the trump holding is headed by a card no higher than a nine, then lead from the top when you want trumps immediately returned.

5. You hold seven small trumps and no plain suit. What then?

If you hold seven or more small trumps and no suit, you are justified in leading from a two-card suit or singleton, proclaiming great trump strength, and inviting a cross-ruff, or any other use of your trumps that your partner wants you to accept.

Short Whist.—The English game of five points, with honors counting. The original game, as taught by Hoyle and his immediate successors, was long whist, ten points, with honors counting. But this was shortened, about the year 1810, to five points, the honors being still counted as before. The change is said to have been due to heavy losses at the table on the part of Lord Peterborough (for whist was played for heavy stakes in the English clubs in those days), and a chivalrous desire on the part of his fellow-players to give him a quicker opportunity to win his money back —or lose more. At any rate, the game was cut in two to please the gamblers. The retention of the count of the honors at the old value greatly increased the element of chance, for a side now holding all four honors (ace, king, queen, jack) counts four by honors, and thus has only one point to make by cards in order to go out. If the players on a side hold three honors they count two, as heretofore, and if each side holds two honors are not counted, of course. When the game was ten points the chance of turning the honors did not exercise so great an influence on the game. In order to bring the laws of whist into harmony with the shortened form of the game, a committee of the Arlington (now Turf) Club, in London, co-operated with John Loraine Baldwin in revising the same, and in 1864 Mr. Baldwin published "The Laws of Short Whist," together with an essay on the game, by James Clay. The English code as then adopted by the Arlington, Portland, and other whist clubs, remains in authority in England to-day.

Whist under the English code is largely played for stakes. The leading English whist authorities admit that the counting of honors, with only five points to the game, is a serious objection, as one hand may contain four out of the five points necessary to win, and consequently the element of chance may amount to four-fifths of the entire game, leaving only one-fifth to skill. This gives the poor players, as the saying goes, a chance for their money, and is one reason why playing for stakes is so firmly rooted in England.

To divide the game into two parts does not divest it of any of its essential qualities; it is still treble, double, or single, and is quite as amusing as before.—*Deschapelles* [*O.*], "*Laws.*"

Had the honors been cut in two when the game was divided, leaving three out of the five points to be obtained by skill, the gambling element in the composition of the game would have been diminished. It is for this reason that short whist, without honors, is preferred.—*A. Trump, Jr.* [*L. O.*], "*Short Whist,*" *1880.*

One of the most radical changes in the game itself has been cutting down the points from ten to five, which occurred about 1810. Mathews mentions it in 1813 as having occurred since the publication of his first edition in 1804, and Lord Peterborough, the unlucky gambler for whose benefit the change was introduced, died in 1814.—*R. F. Foster* [*S. O.*], "*Complete Hoyle.*"

Short whist [is] a game of five points, with a possibility of winning four by honors, and an average of about two, leaving but three points to be won by play; while the confessedly more scientific game of long whist, with its average of four points by honors and six by tricks, bears a much closer analogy to the American game of seven points, no honors, which is more scientific still.—*Emery Boardman* [*L+A.*], "*Winning Whist.*"

In "My Novel" [by Bulwer-Lytton] there is depicted, with the touch of a master, the state of mind of the players of the two schools. Short whist had been introduced at *Squire Hazeldean's. Captain Barnabas*, who played at Graham's with honor and profit, and who there, no doubt, imbibed his new-fangled style of play, is partner with *Parson Dale.* The *Parson* plays a capital rubber; he is one of the old school, careful to a degree. The *Captain* happens, at a doubtful point, to lead a trump (we stop to say that, whatever our opinion may be worth, we should have done the same), and he loses the game. He is soundly rated by the *Parson* for his trump lead.—"*Cavendish*" [*L. A.*], "*The Whist Table.*"

Shuffling.—The art of mixing or intermingling the cards before they are dealt out to the players. Each trick taken up being of the same suit, it is desirable that their order should be disarranged. In some games the cards are also shuffled to prevent their being stacked or fixed up by an opponent. It is the duty of the dealer's partner, at whist, to shuffle the cards for the following deal, when two packs are used at a table. To shuffle is also called to "make" or to "make up" the cards, especially in England.

The right of shuffling the cards is a guarantee which belongs equally to each player.—*Deschapelles* [*O.*].

Clay was fond of shuffling the cards very thoroughly after each deal. Having suggested to him that so much shuffling was likely to produce wild hands, which are disadvantageous to good players, he said: "I do not agree with you at all. I should like to have the cards thrown out of a volcano after every deal."—"*Cavendish*" [*L. A.*], "*Card-Table Talk.*"

There is a variety of methods for shuffling. The cards should be thoroughly mixed. An artistic shuffle can be acquired in a short time, and is a desirable feature of the game. * * * An expert once told me that he predetermines the play of a new partner by the manner in which he handles the cards.—*Mrs. M. S. Jenks* [*L. A.*], *Whist, January, 1896.*

Before every deal, the cards must be shuffled. When two packs are used, the dealer's partner must collect and shuffle the cards for the ensuing deal and place them at his right hand. In all cases, the dealer may shuffle last. A pack must not be shuffled during the play of a hand, nor so as to expose the face of any card. —*Laws of Whist* (*American Code*), *Sections 8 and 9.*

The pack must neither be shuffled below the table, nor so that the face of any card can be seen. The pack must not be shuffled during the play of a hand. A pack, having been played with, must

neither be shuffled by dealing it into packets nor across the table. Each player has a right to shuffle, once only, except as provided by rule 32, prior to a deal, after a false cut, or when a new deal has occurred. The dealer's partner must collect the cards for the ensuing deal, and has the first right to shuffle the pack. Each player, after shuffling, must place the cards, properly collected and face downwards, to the left of the player about to deal. The dealer has always the right to shuffle last; but should a card or cards be seen during his shuffling, or while giving the pack to be cut, he may be compelled to re-shuffle.—*Laws of Whist* (*English Code*), *Sections 26-32.*

Has every player at a table where two packs are used the right to shuffle the cards before they are shuffled by the player whose duty it is to prepare the pack for the dealer? Has every player the right to shuffle the cards before they go the dealer? To arrive at a correct conclusion in this matter, it seems necessary to review the old English code in connection with our present code, to enable one to determine the legislative intent of our congress at the time the American code was framed. We think it is fair to assume that at the time our present code was under consideration, the committee on laws of our whist congress had before them all the codes on the game, and that these were critically examined for all possible suggestions. We think it is also fair to assume that in coming to a conclusion, the committee retained all the good features of the different codes and rejected as bad or useless all of those which do not find a place in our present excellent code. An inspection of laws 29 to 32 of the Portland Club code, shows that the English laws permit *each* player to shuffle once only, but provide that the dealer's partner must gather and shuffle the cards *first*, and extend to the dealer the right to shuffle them *last*. Our law 8 reads: "The dealer's partner must collect and shuffle the cards for the ensuing deal, and place them at his right hand. In all cases the dealer may shuffle last." As our code leaves out the English law permitting *each* player to shuffle the cards, we think it is fair to infer that it was the deliberate intention of the framers of our code to do away with the practice of promiscuous shuffling.

It now remains to be seen whether the manner in which they worded our law 8 is sufficiently strong to preclude any other construction of the same. The purpose of the rule was evidently to regulate the practice of shuffling, and it clearly defines *how and by whom* this shall be done. The language used is very strong; in fact, mandatory in terms. It reads: "*The dealer's partner must,*" etc. The rule then goes on and permits *one* exception to this very strongly and accurately worded general rule, by extending to the next dealer the privilege of shuffling the cards last, if he sees fit to do so. We think that the legal maxim, "*expressio unius est exclusio alterius,*" should apply with full force, and that the very fact that our legislators permitted one exception to the rule necessarily implies that they intended to exclude all others.

If every one was permitted to shuffle the cards, it would nullify the very terms of the law itself, which limits this right to two of the players only. This construction of the law will prevent the confusion incident to promiscuous shuffling. We also think it is the only correct construction, for any other would not only nullify the very plain terms of the law, but would also subvert the very purpose for which it was evidently enacted. We are therefore of the opinion that the other two players, not named in the rule, have no right whatever to shuffle the cards.—*Fisher Ames* [*L. A.*], *Whist, August, 1895.*

Sign.—A mark used in indicating the small cards in illustrative play or descriptions in whist books. Thus, the plus sign (+) is generally used to indicate one or more small cards whose face value is unimportant; as, K, Q+, which means king, queen, and one or more small cards. In this work the plus sign is used in the classification marks after the names of quoted authorities to indicate liberal tendencies.

The letter x is used in whist books and journals to indicate an exact number of small cards; as, Axxx, meaning ace and three small cards. Miss Kate Wheelock, in her book, employs ciphers (o) to indicate the small cards, and places a cross (x) over the name of a card to indicate the second lead. (See, also, "Signs.")

Signal.—A conventional play by which information is conveyed between partners, and which may also be noted by, and have an effect upon the play of, the adversaries; more specifically, the signal or call

for trumps. (See, "Trump Signal.")

Modern whist in a nutshell—signs, and signals, and a short supply of brains.—*Westminster Papers* [*L+O.*].

Whist abounds in signals, and each card that falls, from the first to the last, is to some extent a signal.—*C. D. P. Hamilton* [*L. A.*].

The writer thinks it right to signal in any hand from which you would lead, provided the trump suit is headed by one of the three highest honors —*Milton C. Work* [*L. A. H.*], "*Whist of To-day.*"

Signal After a Lead.—This is one of the multitude of signals which have sprung up in America, and gained more or less currency. It is described thus by Milton C. Work, in his "Whist of To-day:" "When a player has led trumps, and an adversary has won the trick, a signal subsequently made by the original leader is considered by some players to mean six trumps, by others to mean a command for the partner to continue the trump lead. The writer believes it wiser to have it mean neither of these, but rather weakness or strength in the suit then being led."

Signal for Trumps. — See, "Trump Signal."

Signal, Mistaking the. — It is highly important to read the trump signal aright, and to wait until it is completed before acting upon it. To mistake the signal is sometimes a very costly error.

There is no play more fatal than a trump lead made because you think your partner has started a signal, when in reality he has not. It therefore goes without saying, that a guess should only be made when there is little doubt of the start of the signal.—*Milton C. Work* [*L. A. H.*], "*Whist of To-Day.*"

Signaling Game, The.—A game in which signals are employed; the modern scientific game, and especially the game of "Cavendish," Trist, and those players who employ American leads and other modern conventions. Whist, in a certain sense, is a signaling game whenever intelligently played, even without other conventions than the simple language of the cards and inferences drawn from the play of partner or adversaries. The old style of play, or Hoyle game, confined itself to this line of natural inferences. With the invention of the signal for trumps, in 1834, came the signaling game proper, and from that day it has been constantly added to until to-day a player of the days of Hoyle would be sorely puzzled to understand it. He would be like a child at his alphabet while those around him were engaged in reading fluently. Whist has been greatly elaborated by the addition of signals, and these are still bitterly opposed by those who prefer the game in its old-time simplicity, which they claim is better whist, giving the individual player better opportunities to exercise his own judgment, and to make more out of his hand, than if tied down by rules for every move which he makes. Nevertheless the signaling game is firmly established, and has many advantages which are not appreciated by the followers of the old school.

These refinements of artifice [penultimate, etc.] are utterly opposed to the essence of scientific whist, viz., the necessity of rational deduction. To substitute signals which convey information, without troubling the brains, must tend to spoil the game. — *Westminster Papers* [*L+O.*].

The signal game comprises all the various methods of signaling up hands between partners, according to certain arbitrary and prearranged systems of play. Many players object to these methods as unfair, but they are now too deeply rooted to yield to protest.—*R. F. Foster* [*S. O.*], "*Complete Hoyle.*"

Whist is a game of signals; and the main secret is that the novice, in his

anxiety about the trump signal for which he watches so closely, or which he may be so anxious to give, fails to see by the fall of the cards the many real signals that to a good player are of much greater worth.—*G. W. Petes* [*L. A. P.*], "*American Whist Illustrated.*"

If there is any truth in the argument against whist-signaling, it goes too far; much farther than those who bring it forward probably intend. Almost every card played in the game is a signal; that is to say, a skillful partner will draw some inference as to the number or value of the cards remaining in the hand of the player. And this is inevitable.—"*Modern Whist,*" *Temple Bar, Vol. 79, 1887.*

As the one quality which gives whist its greatest charm and favorably distinguishes it from chess and double-dummy is the exercise it affords of the faculty of reasoning from the known to the unknown, the introduction into the game of signals, which convey positive knowledge without exercising the reason, cannot but be regarded as a great blot on, and as tending to lower the character of the game, and to make it less scientific. * * * No wonder that "Pembridge," in his last amusing and instructive brochure, "The Decline and Fall of Whist," calls all the signals "wooden arrangements."—"*Mogul*" [*L + O.*], *Knowledge, 1885.*

If he [a player] asked an opponent, "Why did you cough twice just before playing?" and the opponent said, "In our club that means the card I am playing is my last in the suit; but two coughs, followed by a sneeze, imply that trumps are to be led instanter," he would probably say, "I would rather not play in your company." But really there is not much to choose between the two methods of signaling. And I think, with "Mogul," there is absolutely nothing to choose between the "peter" and a system (generally admitted, if that makes any difference) by which opening a suit of a different color from trumps should be understood to mean all-round strength.—*R. A. Proctor* [*L. O.*], "*Is Whist Signaling Honest?*"

With regard to the system of signaling, I sympathize with the objections which have been urged against it by many fine players, but the system *must* be learned by all who wish to play whist successfully. It must be learned for defense, if not for attack. A player is not much worse off than his fellows if he determines, and lets the table know he has determined, never to play the call for trumps, the echo, or the penultimate. He may even safely determine never to *respond to* the signal—indeed, with too many partners this is a necessary precaution. Yet he can never escape the duty of *noticing* the signal. If he fails to do so he will ere long find himself forcing the enemy's weak trump hand, and omitting to force the strong (mistaking a response to the signal for an original trump-lead), or committing some other whist enormity.—*R. A. Proctor* [*L. O.*].

Signs.—There is a marked difference between signals and signs in whist. A signal is a legitimate convention known and understood by all. A sign is an attempt to convey information by illegitimate means. It is communicating with partner in some secret, unfair manner, either by word, look, or gesture, or by the prearranged play of certain cards in a certain manner. Signs are used by card sharpers, and those who employ them should be expelled from the whist-table. (See, also, "Mannerisms," "Peculiarities of Players," and "Private Conventions.")

If you, by look or gesture, endeavor to draw special attention to your play, you have not only cast an imputation upon the whist perception of your partner, but you have made an effort to take an unfair advantage of your opponent—you have made a sign, not a signal.—*C. D. P. Hamilton* [*L. A.*], "*Modern Scientific Whist.*"

Silence.—Whist has been called the silent game because it can be played without any other conversation than that spoken by the cards. Its very name is by some authorities held to mean silence. (See, "Conversation.")

The best whist and silence are inseparable.—*C. D. P. Hamilton* [*L. A.*], "*Modern Scientific Whist.*"

We would repeat our earnest advice that all discussion be discontinued from the moment the deal commences.—*Deschapelles* [*O.*].

The element of silence I find to be governed entirely by appreciation of and consequent interest in whist, and that it is in no wise a matter of sex.—*Adelaide B. Hyde* [*L. A.*], *Home Magazine, July, 1895.*

Single.—In English whist parlance, a game of one point, made by one side scoring five while their adversaries have scored three or four. (See, also, "Double," and "Treble.")

Single Discard Call For Trumps.—The discard of an eight or higher card of a suit not yet in play, as a request for partner to lead trumps. This convention originated with George W. Pettes. "Cavendish" does not approve of the play; at least, he does not believe it should be treated as a command, but rather as a suggestion, to lead trumps.

There is still another one-card signal, which may be called the Pettes discard. This is a signal for trumps by throwing off an eight or any higher card. Ordinarily, if your partner discarded a card as high as an eight, you would suspect that he was commencing a signal, but if you are playing the Pettes discard you must consider that he has already signaled, and lead trumps as soon as you get in. This prevents discarding from weak suits which have no cards below the eight, but players who use this discard claim that it is seldom they cannot throw away a low card of their long suit when they do not want trumps.—*John T. Mitchell* [*L. A.*], "*Duplicate Whist.*"

Single-Table Duplicate.—See, "Duplicate Whist, Schedules for Playing."

Singleton.—A single card, or one card only, in a suit dealt to a player; the shortest short suit. The original lead of a singleton is considered very bad play by long-suit advocates, but it is made a very effective part of whist strategy by some short-suit players. There are other short-suit players who agree that singletons should not be led if such a lead can be avoided. (See, "Sneak Leads.")

In plain suits, the original lead of a single card is in no case defensible.—"*Cavendish*" [*L. A.*].

The only excuse for leading from a singleton is the chance of establishing a cross-ruff.—*R. A. Proctor* [*L. O.*].

Lead a singleton only when you have six trumps, and your partner knows nothing of the game.—*R. F. Foster* [*S. O.*], "*Whist Strategy.*"

Mathews, with considerable limitations, advocates leading singletons; now-a-days the practice is decried, but I regret to say that, as far as my experience goes, the principal obstacle to leading a singleton is not having a singleton to lead.—"*Pembridge*" [*L+O.*].

The slight advantage you might gain by the lead of a singleton is more than balanced by your having deceived your partner, and, probably, assisted your opponent to establish his long suit.—*Kate Wheelock* [*L. A.*], "*The Fundamental Principles and Rules of Modern American Whist,*" *1887.*

Trumping a short suit, if desired, generally comes about of itself more advantageously than by leading a single card, which of itself is, on independent grounds, a disadvantageous lead; it may kill a good card of your partner's without any compensating benefit to him or to you, and it may tend to establish an adversary's suit, which is playing their game.—*William Pole* [*L. A+*], "*Philosophy of Whist.*"

I cannot see how the lead of a singleton can work damage in the long run, if it is always accompanied by moderate strength in trumps, such as four fairly good ones. In making this assertion, I do not wish to be understood as championing the haphazard leading of singletons merely to make one or two little trumps. I urge it only when you have strength in trumps, or see a clear chance for a cross-ruff, or in preference to leading from suits of not more than four cards, headed by a tenace—*Val. W. Starnes* [*S. O.*], "*Short-Suit Whist.*"

This [short-suit system] is the only system ever discovered that removes the time-honored objection to the singleton lead—its being misunderstood by the partner. All writers since Hoyle have contended that there were many hands in which the lead of a singleton would undoubtedly be the best play, but for the danger that the partner might misunderstand it, and exhaust the trumps under the impression that the card was led from a long suit. The possibility of partner's misunderstanding the lead once removed, all the objections to the singleton disappear, and one of the most powerful engines at whist is placed at the disposal of the player who has no better use for his trumps than a possible cross-ruff. Here is an example of this system in actual

play. Z dealt and turned the heart eight:

Tricks.	A	Y	B	Z
1	5 ♠	3 ♠	A ♠	6 ♠
2	♣ A	♣ 3	♣ 4	♣ J
3	♣ 2	♣ 5	♡ 9	♣ 7
4	♡ 2	7 ♠	2 ♠	10 ♠
5	♣ 6	♣ 9	♡ 10	♣ Q
6	♡ 3	9 ♠	4 ♠	8 ♠
7	♣ 10	♣ K	♡ Q	♡ A
8	♡ 5	♡ K	2 ♢	♡ 6
9	♣ 8	♡ 4	4 ♢	♡ 7
10	3 ♢	8 ♢	Q ♠	K ♠
11	5 ♢	J ♢	6 ♢	J ♠
12	7 ♢	Q ♢	9 ♢	♡ J
13	10 ♢	A ♢	K ♢	♡ 8

The three falling from Y, and holding the deuce and four himself, B knows the five must be a singleton, so he does not finesse. Neither does he return the suit, but plays his own singleton first, so as to establish the cross-ruff.—*R. F. Foster* [*S. O.*], *Monthly Illustrator*, *March*, *1897*.

Sitting.—A sitting at whist is a coming together at the table for play. The sitting may be long or short, according to the rules governing (as in clubs), or the inclinations of the players, as in the social or family circle.

Six-Spot.—The ninth card in value or rank, counting from the ace down; one of the low cards.

In the system of American leads it figures only as a fourth-best lead. In the old leads it is a penultimate or antepenultimate (or fourth-best) lead. In the Howell (short-suit) system, it indicates the ruffing game, generally not more than two in suit and no higher. In the New York, or Keiley, system of short-suit leads, the six is one of seven small cards which are led either at the top of short weak suits or at the bottom of long and moderately well-supported suits. Starnes does not advise a lead from two cards lower than a nine, except in desperate cases, when you may go as low as a seven, or perhaps a six, leading always the higher card.

Skill.—The element in whist controlled by the player, as distinguished from the element of luck, which is beyond control except in so far as it may be eliminated from the game to a certain extent by the employment of special methods, such as duplicate play, for instance. At first, chance or luck largely predominated in whist; but the improvements, beginning with the introduction of the trump signal and culminating in duplicate whist, have thrown the balance very largely in favor of skill. The successful players to-day must depend more upon their skill than upon their luck. (See, "Duplicate Whist.")

Aces and kings will make tricks, and no amount of skill can make a ten win a knave.—*Thomas Mathews* [*L. O.*].

Personal skill is the skill of the player himself as distinguished from any advantage which he may derive from luck or from the mistakes of others.—*Anon.*

And here come into requisition your own personal and individual mental powers; your acuteness of observation; your readiness in drawing logical inferences; your power of memory; your promptness in decision of action; and your soundness in judgment. All this is comprised in what is known as personal skill.—*William Pole* [*L. A+*].

It has been urged that if whist became more a game of skill, and less a game of chance, bad or indifferent players would not join in it as freely as they do now. I reply, so much the better; there is nothing so trying to the patience and temper as when there are three good players and one very bad.—*A. W. Drayson* [*L+A+*], "*Whist Laws and Whist Decisions.*"

A constantly varying demand is made on the attention and the skill of a player. Deschapelles, the great French writer, has a fanciful way of illustrating this: he

likens the progress of a hand at whist to the parabolic path of a shell thrown from a mortar, the seventh trick forming the apex of the curve. During the first half, corresponding to the rise of the projectile, the play is tentative, and the player is acquiring information, which in the latter, or descending portion, he has to apply.—*William Pole* [*L. A+*], "*Philosophy of Whist.*"

Dr. Pole writes in the *Field*, June 16, 1866: "It is very desirable to ascertain the value of skill at whist. The voluntary power we have over results at whist is compounded of: (1) The system of play. (2) The personal skill employed." The modern system, which combines the hands of two partners as against no system (the personal skill of all being pretty equal) is worth, Dr. Pole thinks, about half a point a rubber, or rather more. About nine hundred rubbers played by systematic as against old-fashioned players gave a balance of nearly five hundred points in favor of system. The personal skill will vary with each individual, and is difficult to estimate; but, looking at published statistics, in which Dr. Pole had confidence, he puts the advantage of a very superior player (all using system) at about a quarter of a point a rubber; consequently the advantage due to combined personal skill (*i. e.*, two very skillful against two very unskillful players, all using system) would be more than half a point a rubber. The conclusion arrived at by Dr. Pole is that "the total advantage of both elements of power over results at whist may, under very favorable circumstances, be expected to amount to as much as one point per rubber." Now, at play-clubs, nearly all the players adhere more or less closely to system, and the great majority have considerable personal skill. Consequently only the very skillful player can expect to win anything, and he will only have the best player at a table for a partner, on an average, once in three times. It follows from this that the expectation of a very skillful player at a play-club will only average, at the most, say a fifth or a sixth of a point a rubber.—*Richard A. Proctor* [*L O.*], "*How to Play Whist.*"

In the latter part of the winter of 1857, during an after-dinner table conversation, it was remarked by some of the party that whist is a mere matter of chance, since no amount of ingenuity can make a king win an ace, and so on. This produced an argument as to the merits of the game; and, as two of the disputants obstinately maintained their original position, it was proposed to test their powers by matching them against two excellent players in the room. To this match, strange to say, the bad players agreed, and a date was fixed. Before the day arrived it was proposed to play the match in double, another rubber of two good against two bad players being formed in an adjoining room, and the hands being played over again, the good players having the cards previously held by the bad players, and *vice versa*, the order of play being, of course, in every other respect preserved. The difficulty now was to find two players sufficiently bad for this purpose; but two men were found on condition of having odds laid them at starting, which was accordingly done. On the appointed day a table was formed in room A, and as soon as the first hand was played the cards were re-sorted and conveyed into room B. There the hand was played over again, the good players in room B having the cards that the bad players had in room A. At the end of the hand the result was noted for comparison, independently of the score, which was conducted in the usual way. Thirty-three hands were played in each room. In room A the good players held very good cards, and won four rubbers out of the six; in points, a balance of eighteen. In room B the good players had, of course, the bad cards. They played seven rubbers with the same number of hands that in the other room had played six, and they won three out of the seven, losing seven points on the balance. The difference, therefore, was eleven points, or nearly one point a rubber, in favor of skill. A comparison of tricks showed some curious results. In seven of the hands the score by cards in each room was the same. In eighteen hands the balance of the score by cards was in favor of the superior players; in eight hands in favor of the inferior. In one of these hands the bad players won two by cards at one table, and three by cards at the other. The most important result is that at both tables the superior players gained a majority of tricks. In room A they won on the balance nineteen by tricks; in room B they won two by tricks. It will be observed that this experiment does not altogether eliminate luck, as bad play sometimes succeeds. But by far the greater part of luck, viz., that due to the superiority of the winning cards, is, by the plan described, quite got rid of.—"*Cavendish*" [*L. A.*], "*Card-Table Talk.*"

Slam.—The winning of all the tricks in one hand at whist is called a slam. The term is derived from the Icelandic word *slamra* (Norwegian, *slemba*), to bang. Slam in the North of England meant to beat or cuff one, to push violently;

and it was gradually applied to winning or beating at cards, an old game somewhat resembling whist being called "slam."

A slam counts seven points (the number over the first six, or book) for the winners, and this is enough to give them the game at any time, in American as well as English whist. Slams are not at all frequent, however, in whist proper. In dummy, and other so-called varieties of whist, the slam is more frequently made, and enters largely into the elements of play to be taken into consideration. In French dummy, or "mort," for instance, a slam counts twenty extra points for the side making it, although it does not affect the game score, the game being continued as if no slam had been made. In "bridge," the little slam (taking twelve of the thirteen tricks) counts twenty points, and the graud slam (taking all thirteen tricks) counts forty points.

Owing to the possibility of planning the general scheme of the hand in advance, slams are more common at dummy than at whist.—*R. F. Foster* [*S. O.*], "*Complete Hoyle.*"

The slam is considered of the same value as a full rubber, on condition that it shall not count in the game. This custom we have adopted, at the same time that we are aware of the varieties introduced at different places.—*Deschapelles* [*O.*], "*Laws,*" *Section 53.*

Small Cards.—All the cards in the pack from deuce to nine, inclusive. George W. Pettes, and some other authorities, however, treat the nine as a high card. (See, "Low Cards.")

Smoking While Playing.—One of the main objections which players who do not smoke find to playing whist at clubs, is that they are obliged to endure the almost intolerable nuisance of tobacco smoke, which is ever present in places where men congregate by themselves. The mixture of various kinds of combustions of the weed is, at times, overpowering to those who are at all sensitive, and this is especially so when they are, perhaps, innocently and unconsciously made the target of a bombardment of clouds, from friend and foes alike, at the same table. And not only is the unpleasantness felt at the club, but it is carried home to wife and children, where for days, even after an airing, the best suit exhibits signs of mephitic infection. Non-smoking players will always be found to welcome ladies at the whist-table.

There is one very common breach, perhaps more of good manners than of etiquette, from which I have frequently suffered. I am not a smoker, but when I have joined a rubber, a looker-on would sit on each side of me and smoke pipes, while another stood behind me, all puffing their smoke over me. I have frequently had to cease playing in consequence of this annoyance, as one does not like to complain repeatedly of such proceedings.—*A. W. Drayson* [*L+A+*].

Sneak Lead.—The lead of a singleton for the purpose of trumping on the next round; inelegantly but expressively called a sneak lead, or sneak, because it is a proceeding which is somewhat akin to the foe sneaking along from tree to tree and shooting at you from ambush. Although not relished by the opponents, especially long-suit players, who never employ it, unless in most exceptional cases, the sneak lead is not objected to by any authority as a lead in itself, but solely and only because of the mischief which it may do in deceiving partner. The latter may make the mistake of thinking the lead is from a good long suit, and lead and get trumps out of the way.

Women Who Write About Whist.

Miss Annie B. Shelby. Mrs. M. d'Invilliers Levick

Mrs. Henry E. Wallace

Mrs. F. H. Atwater. Mrs. E. Wager-Smith

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Mrs. F. H. Atwater. [illegible] planning [illegible] in [illegible] common at du[illegible] [illegible] [S. O.] [illegible]

[illegible] that it shall [illegible] This cus[illegible] [illegible] [illegible] [illegible]

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So strong is the aversion to sneak leads among long-suit players, that some are under the impression that a sneak-leader is violating some law or rule of whist which would make him subject to a penalty. One of these, signing himself "H.," writes as follows to the secretary of the American Whist League (see *Whist*, June, 1896), and his query is treated in a humorous fashion: "Is there any law against a player leading the only card he has of a suit, making the so-called sneak lead? That question came up last night, and I questioned it, and apply to you for advice."

Under the short-suit systems of play, the lead of the singleton is not as objectionable, because it is better understood and recognized. Sneak leads from short-suiters, who employ them systematically, are not nearly as offensive as when led by an ignorant player, who has a good hand from which he could easily lead something else to better advantage.

There is no doubt that in certain cases a "sneak" lead will make more tricks than the regular lead, provided that it works as the leader intended; but the trouble is that in a majority of cases it does not so work. * * * A "sneak" lead occasionally proves very fortunate, but when it fails the result is, as a rule, very disastrous.—*Whist* [*L. A.*], *August, 1894.*

You have a perfect right to lead a "sneak," as you call it, if you want to, as original leader. There is no law against a man playing his cards just as he pleases. But before you do such a thing you ought to have it understood with your partner; and if you succeed in finding one that will play with you if you do, send us his photograph, and we will reproduce it as a whist curiosity.—*P. J. Tormey* [*L. A.*], *San Francisco Call, April 24, 1897.*

I am well aware that this advice to lead singletons, even with a cross-ruff in view, is apt to meet with emphatic protest from staunch long-suiters; but I do not believe such strong objections would be made if they gave the subject more attention. I think this attention might be granted but for the odium that attaches to leading a "sneak." The name has killed the play, like the dog that was hung.—*Val. W. Starnes* [*S. O.*], "*Short-Suit Whist.*"

"Solo Whist." — Another so-called form of whist, greatly altered, and used chiefly for gambling purposes. It originated in the United States, being evolved from "boston" whist, and was introduced into England, about 1856, by Dutch Jews. An ordinary pack of fifty-two cards is used, and these are dealt out three at a time to each of the four players at the table. When forty-eight cards have been dealt, the remaining four are dealt singly, the last one of all being turned up to indicate the trump suit. A game consists of one hand or deal, and each game is played with a distinct object, which is declared in advance. There are six objects, or calls, of varying importance and risk, as follows: (1) Proposition (or proposal) and acceptance: two declaring players in partnership propose to make eight or more tricks between them. (2) Solo: a player must make not less than five tricks, the other three players being opposed to him. (3) Misère: the player must make no tricks, the other players all playing against him, there being no trump suit. (4) The abondance: the single player to take nine tricks, naming his own trump. (5) Misère ouverte: the same as a misère, except that after the first trick the caller must expose his remaining twelve cards. (In a variation of the game the caller wins nine of the thirteen tricks against the three other players, with the trump suit that is turned up. In this game the misère ouverte, as first given, is called misère sur table, being an additional object or call.) (6) Abon-

dance déclarée: this is the highest call, and the caller must take all the tricks, or, in other words, make a slam. In the Kimberly game, proposals and acceptances are excluded. Solo whist is also played by two, three, or five persons. The stakes risked on the game vary in different countries and among different players. A popular arrangement in England is as follows: Sixpence proposals and solos, one shilling misères, and so on, with one penny for every trick made over eight. In the one, two, and three shilling game, the stakes are much higher. In this country, counters or chips are used, as in poker, and the losses or winnings range from a red counter for a proposal and acceptance to eight red counters for a slam. Each overtrick or undertrick wins or loses a white counter.

"Solo whist" is an attempt to simplify "boston" by reducing the number of proposals and the complications of payments, and eliminating the features of spreads.—*R. F. Foster* [*S. O.*], "*Complete Hoyle.*"

Two objections are usually raised to solo whist. * * * The first is that it is a gambling game. * * * The second is that whist is silence and that the conversation entailed by the calls is liable to be abused.—*A. S. Wilks*, "*Solo Whist.*"

When players wish to enhance the gambling attractions of the game, a pool is introduced. For this purpose a receptacle is placed upon the table, in which each player puts a red counter at the beginning of the game. * * * In some places it is the custom for each player to contribute a red counter when he deals. —*R. F. Foster* [*S. O.*], "*Complete Hoyle.*"

Sorting Cards.—See, "Cards, Arrangement of."

Sound Play.—Play which is in accordance with the rules of the game, and in harmony with the advice and practice of the best authorities; correct play.

Do not be discouraged when sound play fails of success, which must often occur. —*William Pole* [*L. A+*].

The player who, having something good to do, does it, and having nothing good to do, does no harm, plays sound whist.—*Charles S. Street* [*L+A.*], "*Whist Up to Date.*"

South.—The player who, with north, plays against east and west, a designation specially used in duplicate whist. South corresponds to B in the A–B *vs.* Y–Z mode of designating the players, and on the first round of the opening play he is the third hand.

Spades.—One of the four suits into which a pack of cards is divided; one of the two black suits. In the original Spanish cards, from which modern cards are derived, the symbol was swords, and the name spades is derived from the Spanish *espadas*, and the Italian *spade*, both of which mean swords. The French card-makers favored spear-heads (*piques*) for this suit, and that is really what the symbol on our cards is, but we have retained the Spanish, or still more literally, the Italian name, while discarding the symbol of the latter. On German cards this suit was first indicated by a representation of leaves.

Special Trump Lead.—The lead of a trump for a special purpose, such as stopping a ruff, or a cross-ruff, or to save the game.

The situation often demands a special trump lead. If a ruff or see-saw is imminent, or for any special reason you desire two or more rounds of trumps at all hazard, you will lead a winning high trump when you otherwise would not. The score may affect your play of trumps. Suppose the score stands six against you, and the opponents have four, five, or six tricks home; you see the game is gone, unless a strengthening trump will save it, and you lead accordingly.—*C. D. P. Hamilton* [*L. A.*], "*Modern Scientific Whist.*"

Special Trump-Suit Leads.—In the system of American leads, trumps are led the same as plain suits with five exceptions, and these exceptions are known as special trump-suit leads. They are as follows:

TRUMP SUITS. Cards at head of suit.	NUMBER OF CARDS IN SUIT.				
	7	6	5	4	3
A K J	A *K*	A *K*	A *K*	K *A*	K *A*
A K	A *K*	F *K*	F *K*	F *K*	K *A*
A	A *F*	F *A*	F *A*	F *A*	L *A*
K Q T	Q[1]	Q[1]	Q[1]	K[2]	K *Q*
K Q	Q[1]	F *Q*	F *Q*	F *K*	K *Q*

[1] If Q wins, lead *F* remaining, otherwise *K*.
[2] If K wins, lead original *F*, otherwise *Q*.

Speech at a Whist Dinner.—At a club in India the whist-players tendered one of their number, who was about to leave them, a farewell dinner, and the organizer of the feast proposed the health of the guest in a happy manner. In order to explain certain allusions in the remarks it may be mentioned that the guest was an officer on the staff of the district, from which he was necessarily moved upon having been promoted to higher rank. The headquarters of the district are not very far from Golconda, where the diamonds used to "grow." None are found there now, however—hence the speaker's touch of irony. The allusion to glee singers was appropriate, because the parting guest was conductor of the local amateur musical society. Said the speaker:

"Gentlemen: I rise to propose the health of our guest, who, in whist language, is 'discarding' us in order to 'cut in' at some other 'table.' Where that may be we do not know, but whatever the place we can only hope that it will 'suit his hand.' Since —— has been here we have all learnt to prize him. We consider his 'points very high,' for not only at whist, but in his private life, he 'plays a good, straight game'—no 'tricks,' no 'shuffling,' no 'double-dealing,' or 'misleading,' and, as a natural 'sequence,' he has gained a strong 'tenace' over our 'hearts.' All we hope for is that, having given so good a 'lead,' his successor will 'follow suit.' Now, gentlemen, what sort of a 'hand' shall we wish our guest at his new table? As regards 'diamonds,' why he has been in the neighborhood of Golconda, and if he has not got his pockets full, like the rest of us, it must be his fault; as for 'clubs,' I do not think he will want any to break other people's heads with, and I feel sure he will not be in any danger of getting his own broken; as for 'hearts,' he is sure to win those wherever he goes; and lastly, the 'spades,' I suppose, point to a rural retreat and a circle of glee-singers amongst whom to spend the evening of his days.

"Gentlemen, I ask you to drink his health in a 'bumper,' as a real good 'trump,' and the 'deuce' is in it if you do not respond to this 'call' with the 'highest honors'—not only a 'single,' but a 'double,' 'treble,' and the 'rub'!"

Spots.—The pips or marks on the cards, from the two to the ten inclusive, are called spots; and these cards are designated by the number of spots they bear; as, the two-spot, the three-spot, the eight-spot. They are also called by other names, such as the deuce, the trey, the eight, etc.

What are called in America the "spots" on cards are in England termed "pips," or "singles." They have also been called "points," and, in Seymour's time, "drops."—*R. H. Rheinhardt.*

Spread.—To spread the pack means to distribute the cards, backs uppermost, upon the table, so that cards may be drawn from any part of the pack. It is sometimes used in cutting for partners, etc.

Stakes.—Money played for at whist, especially in the English five-point game, with honors. Stakes are supposed to lend an additional interest to the game, but to us it seems that it must be pretty poor whist which needs such an incentive. The real truth of the matter is that stakes are a mild form of gambling, and have been handed down from the time when the game was used solely for gambling purposes in taverns and other low resorts. In England and other countries where stakes are an adjunct of whist, especially at the clubs, this supposed interest is enhanced by bets in addition to the stakes, and the English etiquette of whist has found it necessary to protect the players at a table in their privilege of first placing their money before bystanders, eager to bet also, shall be allowed to do so. This, however, is the only reference that we find to betting in the English code. It says nothing whatever about stakes, and this itself is proof that they are not a necessary part of the game, but an addition made by custom. The popular English stake at whist is half-a-crown, not a large sum in itself, aside from the bets which may add to it, yet players who are unlucky at the table (the five-point game, with honors, being greatly a game of chance) sometimes find that they can ill afford the expensive pleasure. Foster tells how "Pembridge" was so unfortunate at whist that for years he frequented a small club where they played threepenny points, just one-tenth the popular stake (rather an ironical commentary on the old-style game which he so ably defended against modern innovations).

In America whist has been purged of the objectionable feature of stakes, along with the counting of honors and other modes of play conducive to play for money. The first congress of the American Whist League, which met at Milwaukee in 1891, declared in favor of whist for its own sake, and against stakes. This has been so satisfactory and gratifying to the American people that thousands take an interest in the game who would otherwise have found it objectionable, or at least refused it admission to the home circle. The general opinion in this country seems to be that if whist is not worth playing without stakes or bets, those who are dissatisfied with it can easily find some other more congenial card game. The fact that better whist is played in America than in any other country in the world (a fact testified to by "Cavendish" and other eminent authorities who have visited this country) must be ascribed, in some measure at least, to this very idea of playing the game for its own sake. (See, also, "Gambling.")

In all clubs and coteries where whist is played for its own sake, "duplicate" is now the only game played, "straight" being confined to those clubs that allow play for stakes, where a game is required which gives the mediocre player a show for his money.—*John T. Mitchell* [*L. A.*], "*Duplicate Whist*," *1897.*

There is another consideration peculiar to England, namely, that here whist is always played for money; for the zeal which has led Americans, in their great whist festivals, to abolish stakes and to

play for the mere love of the game, has not yet spread to this side of the ocean.—*William Pole* [*L. A+*], "*Evolution of Whist.*"

It is only when the stakes are large enough to be more than the player can afford that any excitement can be added to the pleasure which a good game like whist affords in itself. And when once the stakes are allowed to attain such an amount the play becomes gambling.—*Richard A. Proctor* [*L. O.*], *Echo, London, July 17, 1878.*

It should require no argument to prove that a man who loves whist for its own sake, and struggles to win the game for the satisfaction derived from mental supremacy, is more likely to make a good whist-player than one who finds no inducement in the game without the stimulus of a stake.—*Cassius M. Paine* [*L. A.*], *Whist, February, 1893.*

At the first whist congress the League took strong ground in opposition to play for stakes, and, so far as we know, this edict is strictly enforced by the League clubs. We know positively that in the leading clubs, such as the Milwaukee, Chicago, Hamilton, and Minneapolis Clubs, no betting of any kind is permitted.—*Whist* [*L. A.*], *September, 1893.*

Money stakes are no inducement to the play for whist, for the reason that the game is too slow for the gambler, while men of the highest intelligence are not to be tempted by such bait. The pleasure of vanquishing their opponents in a purely mental contest is, to men of such intelligence, of more value than any money consideration.—*Eugene S. Elliott* [*L. A.*], *Whist, December, 1893.*

Whist cannot be properly played unless something depends upon the result. The object of playing well is to win; but I think it is obvious that if nothing depended upon winning or losing, the play would not be good, but simply eccentric, and players would make the most marvelous finesses, and play the most extraordinary cards, just to see what would happen, and to gain ignorant applause when anything more than usually outrageous came off.—*H. M. Phillips, Westminster Papers, October 1, 1878.*

[Mr. Safford's resolution, adopted by the first congress of the American Whist League] voiced the sentiment of the whist world to a main extent, namely, that whist is a game containing within itself resources of intellectual recreation that are not dependent upon stakes or wagers to add zest to it. Outside of the moral phase of the question, this is the fact, and real lovers of the game do not require a stake, however insignificant or otherwise, to increase the stimulus.—*C. S. Boutcher* [*L. A.*], "*Whist Sketches,*" *1892.*

The English game is invariably played for so much a rubber point; sometimes with an extra stake upon the rubber itself. In America [in exceptional cases where stakes are played for], it is usual to play for so much a game; but in some cases the tricks are the unit, deducting the loser's score from seven, or playing the last hand out and then deducting the loser's score. A very popular method is to play for a triple stake: so much a trick, playing each hand out; so much a game; and so much a rubber.—*R. F. Foster* [*S. O.*], "*Complete Hoyle.*"

The good sense of the community generally fixes the stakes at a reasonable sum. * * * Thus, at whist, the domestic rubber may be played for postage stamps or for silver three-pennies; in general society, shillings, with perhaps an extra half-crown on the rubber, are common enough; while at the clubs, where money flows more easily, half-crown or crown points are the ruling prices. At crack clubs, where many of the members are men of wealth, higher points are, of course, to be met with.—"*Cavendish*" [*L. A.*], "*Card Essays.*"

Whist-players in America do not regard stakes as in any wise adding to the interest of the game, while, on moral grounds, they find strong reasons for opposing them. The reason urged in favor of the stake is that it makes players more careful; while, it is claimed, the wager is not gamoling unless so considerable as to be a matter of importance. *Whist* considers neither of these grounds supported by the best argument. If the stake is so small that a player cares nothing whether he wins or loses, it is too small to induce a careless player to mend his ways.—*C. M. Paine* [*L. A.*], *Whist, December, 1892.*

One of the prevailing faults of all players—good, bad, and indifferent—is a readiness to find fault with one's partner. This is much more noticeable among those who play for stakes, whether large or small. There seems to be something in the fact of having some pecuniary gain or loss depenoing on the result which renders one irritable and suspicious. Perhaps it is necessarily so. Gambling, or even playing for stakes small enough to merely "define the interest," as "Cavendish" euphoniously phrases it, can be based only on selfish motives. The play, no matter how small the stakes, must be based on that selfish motive, or "interest," to get your neighbor's sixpences or guineas (as may be) away from him: and, mark it well, not by skill, but as the result of chance—for the stake-player as a rule does not care a particle for skill—and only prays for good luck,

and exults in it when it comes.—*Fisher Ames* [*L. A.*], *Whist, September, 1895.*

Starnes, Val. W.—A bright and promising young Southern whist author, whose advocacy of short-suit leads, while pronounced, is based upon a desire to harmonize long and short-suit play rather than to destroy the former. Mr. Starnes is the youngest son of the late Judge E. Starnes, one of the justices of the Supreme Court of Georgia, and was born at Augusta, in that State, on August 30, 1860. By profession he is a journalist and magazine writer.

He was taught to play whist by his mother when he was ten years of age, and when duplicate whist was introduced, he took part in occasional games merely as a social duty, but cared little for the result, until it was forced upon his notice that whenever he was pitted against a certain opponent he invariably lost. As a matter of course this piqued him, and, procuring the leading works on the game, he studied them faithfully until he became proficient enough to turn the tables on his former adversary.

As he began to have a thorough understanding of the theory and practice of the game, Mr. Starnes was impressed with this consideration: That since the long-suit game was so beautifully adapted to hands containing long strong suits, and the additional cards necessary to bring them in when established, it could not possibly be equally well suited to those other hands in which either the long suit itself, or the requisite cards for utilizing it, were wanting. It seemed to him, therefore, that some scheme of play was needed for making the most of the latter class of hands, "and just then," he says in a recent letter, "I came in my reading, to the chapter on the short-suit game in Foster's 'Whist Strategy,' and I felt that therein lay the solution of the problem.

"A little solitaire," he continues, "served to strengthen this belief, and then I determined to put the matter to a practical test by simply instructing my partner before sitting down to the table never to return my lead unless it was absolutely evident that I had led from strength. I won the next thirteen games, and after losing the fourteenth, twelve more before dropping a second. Before that I had considered three consecutive victories quite a feat. It was then—in the spring of 1895—that the idea occurred to me to try to do for the short-suit game what so many had done for the long, namely, to analyze and expound its principles, and give such directions for playing it that even beginners might attempt doing so without any excessive preliminary expenditure of time and study. It was an altogether untrodden field, and therefore inviting. I began to write, and the result was 'Short-Suit Whist.'"

When asked by us what he thought of the present status of the short-suit game, Mr. Starnes replied: "I think that public opinion can be depended upon sooner or later to decide the matter, and its approbation or condemnation is, after all, the true test of any novelty. Still, as a simple straw indicative of the wind's direction, I would like to mention the following: In his replies to the queries of subscribers, a prominent whist journalist recently advised the short-suit lead from two submitted hands which might have been taken, almost card for card, from corresponding illustrative hands in my book. A year ago the same gen-

tleman, who is still an upholder of the long-suit doctrine, would never have dreamed of suggesting a lead from any but the longest suit, no matter how weak it might be, or what the complexion of the rest of the hand."

It is a mistake, in his opinion, to speak of playing whist by any "system." Its infinite kaleidoscopic variety precludes it. In his book he makes no attempt to formulate any fixed line of play, but simply advises the short-suit lead from such hands as do not seem to be adapted to the long-suit game; and then, by an explanation of the points involved and numerous illustrations, he endeavors to supply the student with some standard to go by in deciding for himself. After this he demonstrates the course of play which common sense would suggest in regard to the contingencies that are most likely to arise. In other words, from his point of view, the chief difference between the long and short-suit game is in the original lead; after that the development, and not system, directs the play.

Still Pack.—The pack of cards not in play, when two packs are used at a table, as in the clubs; sometimes also called a dormant pack. In some varieties of the game, such as "Prussian whist," for instance, the trump is cut from the still pack.

Robert Southey, in his "Letters of Espriella," tells of an old Welsh baronet who attempted to reform the old-style game of whist by lowering the number of points from ten to six, allowing no honors to be counted, and providing that the trump should be decided by drawing from a second or still pack, so that the dealer should have no advantage, and all chance be, as far as possible, precluded. But the new system attracted but little attention in that slowly-moving age, and was soon lost sight of upon the death of its inventor. (See, also, "Declared Trump," and "National Trump.")

Stow, Bond.—An advocate of advanced ideas in whist, and an analyst of great ability. He was born November 18, 1865, at Beloit, Wisconsin, and started on his educational career at the age of five, he tells us, when his father made for him a little stool with a drawer under the seat, and gave him a bat, a rubber ball, a primer, and a slate, and bade him "go it." In due time he was graduated from the Evanston High School (classical course); the Northwestern University, in which he received the degrees of A. B. and A. M.; and the Chicago Medical College (medical department of the Northwestern University), which conferred upon him the degree of M. D. He also received honorable mention for special work in pathology and internal medicine, in the clinics of the general hospitals of Vienna, Berlin, Dresden, and Munich. He was a staff physician in the medical department of the Michael Reese Hospital Dispensary, and demonstrator and quiz-master in pathology in the Chicago Medical College. Also, for one year, professor of general pathology at the dental school of the Northwestern University. He is now (1897) resident physician of the Glenwood Hot Springs Company, at Glenwood Springs, Colorado. He is a member of the Chicago Medical Society, the Colorado State Medical Society, and of the American Medical Association.

Dr. Stow's parents were staunch Methodists, and his father holding

prominent positions in the church, card games were a forbidden amusement. Therefore the lad's early card-playing had to be done *sub rosa*. At first it was cassino; then euchre. It was not until 1885 that he received his first introduction to whist, and he tells the story as follows: "One cold, drizzling afternoon in November, I found myself with three old college friends, Mr. David Bloom, Mr. Samuel Boddy, and Mr. F. C. Cook. A game of whist was proposed. I protested my entire ignorance of the game, but was overruled and told to sit down and follow suit. Well do I remember the whirl my head was in when the game was concluded. It was then and there that I realized what a rich field whist was in which to exercise one's powers of analysis, and I determined to start in and learn the game. I am still plodding that road, which seems as though it had no terminus; and nowadays, when the by-paths of fads are made so alluring, it is with difficulty that some can find the old, original turnpike. But I find myself still on the old long-suit road."

In college Dr. Stow's favorite studies were mathematics and philosophy. He found an indescribable fascination in analyzing and philosophizing over hard problems, and for this reason, as already intimated, whist proved a fresh delight to him when found. He feels deeply indebted to it for the part it has played in strengthening his powers of observation, analysis, judgment, and in developing what, for want of a better term, is sometimes called the sixth sense.

His chief writings on the game have appeared in *Whist*, and are all of an analytical character. Among the topics treated by him are the following: (1) Unblocking to the king-lead; (2) the lead of the ten-spot from queen, jack, ten; (3) to discard always from the suit you do not wish your partner to lead to you (see *Whist*, January, 1896); (4) the lead of queen from ace, king, queen, jack, and others, thus forcing the jack-lead always to deny the presence of the ace, being the only lead from king, queen, jack, and others, or at the top of a short suit. These four topics were ably and exhaustively treated, and commanded universal attention. Concerning his position on all of them he says, under date of October 22, 1897: "I think the ten-lead from queen, jack, ten, is now pretty generally accepted." (See, "Hamilton Leads.") "The discard is to-day, as I suspect it always will be, a question of much dispute. I am to-day, as at the time when I wrote my plea for my form of the discard, a firm believer in it. It is a discard which comes as near the natural idea of the discard (namely, the throwing away of that which you do not want) as anything can come; at the same time I am positively commanding my partner not to lead me the suit I discard from. Mark you, that does not necessarily mean that I am weak in the suit I discard. I may be very strong. All partner needs to know is that he is not to lead me the suit I discard. I have excellent reasons why, at that particular stage of the game, he should not lead it. Of course, if I discard the command of a suit, he comes with that suit; or if I discard a high and then a lower card of a suit, I show strength in it, and wish it led."

Dr. Stow also originated the rules for detecting forced leads, as found in Foster's "Whist Manual," third edition, page 169, where due credit is given him.

Straight Whist.—Ordinary whist as distinguished from duplicate. In straight whist the hands are played but once, and at the conclusion of each hand the cards are immediately shuffled for another deal. Straight whist is the original whist; duplicate, a comparatively recent invention.

Straight whist has been largely superseded by duplicate whist in America, both at the clubs and in private. In countries where stakes are played for, duplicate makes less progress, as stakes, the counting of honors, and all matters favoring chance instead of skill, are foreign to it. Many older players also prefer straight whist because they are strongly wedded to it, and some of them do not care to risk their reputations to its unerring test. Others there are, like "Cavendish," who play both, but like duplicate better for match-play and straight whist for social enjoyment.

"Cavendish" * * * thinks that, on the whole, the straight whist of seven up, without honors [the American game], is the most perfect mode of scoring for intellectual players that has yet been devised.—*William Pole* [*L. A*+].

For purposes of social enjoyment I give a distinct preference to straight whist. Moreover, in the straight game there is the feature of playing to the score, which is almost altogether wanting in the duplicate game. The straight game also takes less time to play than a series of duplicate hands which are to amount to anything, and it admits of variety of partners, and occasional rest, when cutting in and out. For purposes of match play I give my adhesion to duplicate. At this game the object of the play is not one of rest and recreation; the intention is to bring to the front the best players by eliminating luck as far as possible.—"*Cavendish*" [*L. A.*], *Whist, September, 1893.*

Strain of Whist, The.—As in all other trials of skill (not to mention those of endurance), there is a heavy strain connected with the whist matches which are frequently played in all parts of the country, and especially with those contests which occur at the annual congress of the American Whist League. Those who have charge of contests of this kind should see to it that the players are not subjected to conditions and modes of play that may impair health, and turn a healthful and beneficial recreation of the mind into an injurious task.

Turning a relaxation and a pleasure into a business and a toil is to be deprecated, not recommended; and a wise man would rather give up whist altogether than be compelled to play it upon the implied condition that he was to keep his mind eternally upon the strain.—*A. Hayward* [*O.*].

Those who have never attended a congress can form no idea of the physical and mental strain which has to be borne by the teams which are called upon to play in the tournaments day after day. In addition to this, it is the one annual opportunity for us to meet our brethren from all parts of the country, an opportunity that we most eagerly look forward to from the adjournment of one congress until the beginning of the next, and that we embrace to the very fullest extent. I do, and I expect to continue doing so while life and health permit. Like many others at Minneapolis, I always saw the rosy dawn before retiring. I sought repose anywhere from 12 p. m. to 8 a. m. (generally nearer to 8 than to 12), and rose anywhere from 8 to 12. Try a week of this and then try to play whist. On the last day all the players were tired, very tired. One of them fainted twice after the last hand had been played. No man was more physically unfit than I was. As President Elliott said at Philadelphia, "the thinker didn't think." Example: During one deal I involuntarily went to sleep—physically or mentally—perhaps both. When I awoke, or was awakened, I had a number of cards in my hand, but what had been done was all a blank to me. Finally I remembered that my first lead had been a trump, and having two trumps still in my hand, and the three other players gazing at me in a state of awful expectancy, I blindly led a trump only to find the major tenace at my right, and so I generously contributed two or more tricks to my courteous adversaries.—*Anon, Whist, 1896.*

Strangers, Playing With.—"If I am thrown among players of

whom I know nothing," says James Clay, "I feel that I play to a great disadvantage. I am like a boy on the first day of going to a new school, not knowing whom to like, whom to trust, and whom to distrust." In these latter days there is not only this natural feeling of newness and groping in the dark, but there is the additional wonder as to which of the numerous systems and special plays the stranger may employ. Few players but feel at a disadvantage under these circumstances, and yet, provided the man be not a bumblepuppist, it is not difficult, with a little patience, to become acquainted with and interested in his play. One great aid in establishing mutually pleasant relations is to exercise true politeness and courtesy, and to treat the stranger as if he were a master at the game. He may turn out to be such, or at least a much better player than yourself.

Strategy.—The higher form of whist-play which rises above the mere observance of rules and following out of conventional usages. Strategy is the play of the advanced player who has learned the rules, and when to break them; who has the ability to judge correctly the various situations which arise in the progress of the game, and to apply the mode of play best suited to each.

To a certain extent strategy is employed by every player whose game is not entirely devoid of aim. If he decides to open his long suit, there is a certain form of strategy involved to bring it in. If he decides to sacrifice a worthless hand for the benefit of partner, there is also a certain line of strategy necessary. The strategy of the game differs also with the style of whist which is played. In the English five-point game, with honors counting, an important object is playing to the score, and strategy varies in accordance with your chances of going out, or your opponents making game before you. At the opening of the game a bold dash is generally made for the first point, so that your opponents, even if they score four by honors, cannot go out that hand. There is necessity, also, to play so as to make the losses as small as possible, even if you cannot win, for there are the rubber points to be taken into consideration. In the American seven-point game, honors not counting, where all the points made are by cards, and every game is complete in itself, with no doubles, trebles, nor anything of that kind to fear, a more conservative form of game may be played. In duplicate whist, conservative strategy is still more important, as losses must be kept down as much as possible.

Whist strategy consists in making special plays, contrary to the conventional rules, under certain conditions of the hand and state of the score, when, in the judgment of the player, the game may be saved or won by so doing.—*C. E. Coffin* [*L. A.*], "*Gist of Whist.*"

In my opinion, the best strategy is a combination of all the systems, which requires that a player shall take into account not only the possibility of the hand he holds, and the state of the score, but the much more important factor, the personal equations of his partner and opponents.—*R. F. Foster* [*S. O.*], "*Whist Strategy.*"

The conventionalities of whist are simply a sort of musket and bayonet drill, which serve as an introduction to the higher art of strategy, an art which must be studied by itself, but which would be incomprehensible to one who was not familiar with the simpler conventionalities of the game.—*R. F. Foster* [*S. O.*], "*Duplicate Whist,*" *1894.*

Whist—the real game of whist, I mean—derives its interest entirely from strategy, by which either tricks are made by cards which would not, but for such

strategy, have power to take those tricks, or by which the plans of the adversaries to achieve such ends are detected and foiled. Tricks may be made by high cards, but there is no interest in that. Any one can take a trick with the ace of trumps. Tricks may be made by finesse —that is, by playing, instead of the best card, a lower card, which may or may not take the trick according as the intermediate card or cards lie to the right or left. This is better; but the finesse pure and simple is a matter of mere chance, and so far as the actual gain of a trick is concerned, there is no more scientific joy in the success of a finesse than in the capture of a trick by a high card. There is science in the finesse; but the scientific interest does not depend on the direct success or failure of the finesse at the moment, but on its bearing upon the general play of the hand. Again, tricks may be made by trumping winning cards of plain suits. There is often good science in bringing this about properly, not by the coarse lead of a single card or from a two-card suit, but by so arranging matters that the ruff, when made, shall not impair, but utilize, the trump strength which lies between you and your partner. Special pleasure is there in a cross-ruff when ingeniously secured and properly employed; still more pleasure in tempting the enemy to a cross-ruff, which, while not lasting long enough to give them more than three or four tricks, just destroys their superior trump strength. But the great delight of whist strategy lies in the manœuvres by which small cards are made to conquer large ones, as when a long suit is successfully brought in or the enemy forced by skillful strategy to lead up to a tenace. Nor is there less pleasure in noting and foiling the plans of the adversary for achieving these same ends. Nay, to the true player there ought to be pleasure even in noting the skill by which the enemy achieves success; but I fear me this is more than most players of whist attain to, however earnest may be their whist enthusiasm.—*R. A. Proctor* [*L. O.*].

Street, Charles Stuart.—A successful whist author and teacher; was born in New York City, June 18, 1864. He is a lawyer by profession, having been educated for the bar and regularly admitted to practice, but his real forte seems to be that of an instructor, and he is at present principal of the Hale School for Boys, at Boston. He also devotes some of his time regularly to the teaching of whist, and has done so ever since 1890. Two years before that his real interest in the game first began.

In teaching he early realized that pupils could not remember without notes, and to save time he issued a series of lesson cards, and these cards gradually grew into a book, so that in 1896 "Whist Up to Date" was published. Previous to this, in 1890, he had published his "Concise Whist; the Principles of Modern Whist as Modified by American Leads, Presented in a Simple and Practical Form;" of which W. P. Courtney, in his "English Whist and Whist-Players," expressed the opinion that it "was the condensed wisdom of more than one student of the game."

While Mr. Street is a firm believer in the long-suit game and American leads for general players, he has nevertheless evolved, in the second part of his "Whist Up to Date," a scheme or system for advanced players in which he endeavors to embody the good points of both long and short-suit play, and to remedy the weaknesses of both. This system he terms the modified game (*q. v.*). One of its leading features is contrasted with a portion of the Howell game, as follows, by R. F. Foster, in the New York *Sun*, December 5, 1897: "This system of leading interior cards from unsupported long suits is the distinguishing mark between the game advocated by Howell and that outlined by Street. Howell's idea was to use the six, seven, and eight as leads from short suits, preferably singletons, to invite a force. Street uses the same cards as interior leads from long suits, inviting partner to play for the suit if he is strong enough, but warning him that the original leader has neither

trump strength nor re-entry cards." More correctly speaking, it denies both trump strength and re-entry cards; but either one or the other may be present.

Street Attachment, The.—A conventional play used by Charles S. Street in his system of the "modified game" (*q. v.*) for experts. In this system players do not call for trumps on the adversaries' suits, and Mr. Street uses the trump signal instead, to show no more of the suit in which it is made. Similar signals are arranged to show three, but no honor, and three with an honor.

Streeter Diamond Medal.—A diamond medal offered by Allton Streeter, of the Milwaukee Whist Club, for the highest individual score at duplicate whist, and played for at the first congress of the American Whist League, at Milwaukee, 1891. Fifty-six contestants participated in the match, and the medal was won by E. Price Townsend, of the Hamilton Club, Philadelphia.

Strength.—High cards, or more than the average number, or both, in a suit. Strength in a hand justifies the holder in playing an aggressive game, leading trumps, attempting to bring in the long suit, etc. Strength may consist in good plain suits, or in an abundance of trumps; the ideal hand combines both. With strength in trumps (having four or five or more) the player usually passes a doubtful trick, saving his ammunition for a trump attack.

Strengthening Cards. — Cards which are led by a player whose hand is very poor, in the hope that they may benefit and strengthen his partner's hand; usually the intermediate cards, queen, jack, ten, or nine. Much used by advocates of the short-suit game.

On partner's lead of a strengthening card in your suit, generally finesse—that is, do not cover—so that his card may be of value to you.—*Kate Wheelock* [*L. A.*], "*Whist Rules.*"

Among long-suit players the lead of a strengthening card is infallible evidence of weakness, and is generally regarded as the highest card in the leader's hand. It usually leaves him open to merciless finesse by the player on his right, a liberty which cannot be taken with a short-suit player, whose game is to hold over his right-hand opponent.—*R. F. Foster* [*S. O.*], "*Whist Tactics.*"

A strengthening lead is the play of a queen, jack, ten, or nine, which is not led from any regular high-card combination. The hope is that the fourth hand may be forced to play a much higher card in order to win the trick, and that any intermediate or lower cards in the hands of the leader's partner may be strengthened. This strengthening play is one of the principal features of the short-suit game. —*Val. W. Starnes* [*S. O.*], "*Short-Suit Whist.*"

Strength Signal.—See, "Plain-Suit Signal."

Strong Suit.—A suit of four cards or more containing more than the average number of high cards; one in which tricks are assured after the adverse trumps have been drawn.

Lead from your strong suit only when you are sufficiently strong to bring in that suit with the aid of reasonable strength on the part of your partner.—"*Pembridge*" [*L+O.*], "*Decline and Fall of Whist.*"

When you have sorted your hand, you can at once tell which is your longest suit. You must have at least one suit containing four cards. Probably you may have one suit with five or even six cards; this is called your strongest suit.—*A. W. Drayson* [*L+A+*], "*The Art of Practical Whist.*"

Study Whist.—Whist played for the purpose of study and practice. The idea of studying whist by

means of actual play of the cards is an old one. Thomas Mathews, in his "Advice to the Young Whist-Player," 1804, said: "Study all maxims with the cards placed before you in the situations mentioned." This can be done by any player, who may thus improve his whist all by himself. The advice to place the cards on the table in accordance with the play recommended in books was sometimes not heeded because, as "Lieutenant-Colonel B." tells us, persons were often sensitive about being found "learning to play cards." He, therefore, proposed to place the cards for them, not on the table, but in his little book, by means of printed diagrams. (See, "Illustrative Hands.") An old and favorite mode of study whist is dummy, or double-dummy, from which beginners may derive great benefit.

The latest and perhaps most scientific and exacting form of study whist is that which several New England clubs began practicing in 1895, being undoubtedly inspired by the perception problems of Charles M. Clay. In the September, 1895, number of *Whist*, a correspondent tells of the players of the Boston Press Club engaging in this serious pastime, which, he says, is also called "nightmare whist" (*q. v.*). "They play a deal to the eighth trick," says he, "then stop and try to locate the remaining cards, writing down their estimates prepared for this purpose. After playing the last five tricks, they pass the blanks around and have them corrected. Finally, they discuss from top to bottom the play of the deal, and in a doomsday book put down a big black mark opposite the name of anybody who loses a trick." The best record after thirty deals was held by C. L. Becker, who lost but four tricks as compared with the very best play of his hand, and placed correctly an average of 13.6 cards on a hand out of a possible 15. The American Whist Club, of Boston, also took up this form of study whist, and passed a resolution to allow the formation of "study tables," to which any player was admitted who first agreed to play the long-suit partnership game with American leads; to lead originally from a short suit only as an indication of trump strength with no good plain suit of four or more in hand; to play no false cards; and to stop at the eighth trick and write down his estimate of the other players' holdings, in which exercise it was necessary to place the command of every suit, but not to name exactly the indifferent small cards. A study table consists of four players, but any number may play by overlooking the four at the table, only each must confine his attention to one man's hand, and watch the cards as they fall on the table, being careful not to overlook two hands. (See, also, "Perception," and "Perception Problems.")

We have usually played study whist with players playing the straightforward long-suit game, without false cards, but as the players become more expert, they can play it short suit, or play it long suit and allow all the false cards they care to make. Even the best players will find this practice of great benefit in what we call reading the cards in the end game.—*Lander M. Bouvé* [*L. A.*], *Boston Transcript*, *1896*.

Sub-Echo.—A signal to show not more than three trumps; it is only made when partner has either signaled for or led trumps, under which circumstances the information is of more benefit to him than to the adversaries. The sub-echo is the invention of N. B. Trist, but has been greatly varied since he first announced it in 1885, and is now

made in many ways. Among these are the following: (1) by playing a two-spot on your partner's lead of trumps, showing conclusively that you are not going to echo; (2) by the ordinary echo, after you have shown by your lead or return that you did not hold four trumps; (3) by echoing on the second and third rounds of a plain suit, instead of the first and second; or (4) by not echoing on the first plain suit led, but echoing instead on the second one. (See, also, "Three-Echo.")

The sub-echo is an attempt to show less than four trumps. It is very little used, and is usually too long in completion.—*R. F. Foster* [*S. O.*], "*Whist Tactics.*"

When a player has declined to echo, a signal made by him the next time the opportunity offers, shows that he was dealt three trumps. A refusal to make such a signal shows that his hand did not originally contain more than two.—*Milton C. Work* [*L. A. H.*], "*Whist of To-day.*"

The student will understand that when A calls or leads trumps, B is supposed to echo—if he hol ds four trumps—at the *first* opportunity, and sub-echo—if he holds three trumps—*after* he has had the opportunity to echo and did not.—*C. D. P. Hamilton* [*L. A.*], "*Modern Scientific Whist.*"

The sub-echo shows the original possession of three trumps, when you have already shown you could not hold four by the value of the cards you lead or play after your partner's trump-lead or call. Thus, you play the two to his first lead of trumps, or lead or return a strengthening trump, in each case showing you could not hold four. If you afterwards echo in a plain suit, you declare three originally. Or, if you refuse to echo in the plain suit first led after your partner's call or lead, and echo in the second; or, if you defer the completion of an echo to the third round of a plain suit, you have sub-echoed, and had three trumps originally.—"*Cavendish*" [*L. A.*], "*Laws and Principles of Whist.*"

In 1885 the sub-echo, or showing three trumps, was suggested by me to our whist circle. It was pronounced to be sound in theory, being an instauce of progressiveness of whist language, and after some months' trial was adopted as a useful device. It is merely echoing after showing that you have not four trumps. There are several ways of sub-echoing; the simplest case is this: Your partner leads a trump, on which you play the two—you cannot therefore have four. A plain suit is opened; you echo, and you thus tell him you held three trumps originally. I am bound to say "Cavendish" does not approve of the sub-echo, which was explained in a *Field* article, November 21, 1885.—*N. B. Trist* [*L. A.*], *Harper's Magazine, March, 1891.*

Subordinate Leagues. — See, "Auxiliary Associations."

Sub-Sneak.—A term invented by R. F. Foster to designate a lead from a two-card suit, for the purpose of getting a ruff on the third round. (See, "Sneak.")

West.—Mr. South, your lead was utterly unjustifiable. I thought you never led from a sneak!

South (meekly).—It wasn't a sneak; I had two cards of the suit.

West (irascibly).—Well, then, it was a sub-sneak!—*Whist* [*L. A.*], *May, 1896.*

Suit.—One of the four series or sets of cards into which a pack is divided; as, spades, hearts, clubs, diamonds. There are three plain suits and one trump suit. The trump suit is the one in which the dealer turns up the last card dealt by him. A long suit is one containing four or more cards; a short suit, one containing three or less. A strong suit is one containing more than the average number, and especially more than the average number of high cards. A weak suit is the reverse.

Suit Echo. — See, "Plain-Suit Echo."

Suit Placing.—A form of exercise in whist perception whereby the players at a table, after playing a round or two from a suit, try to place or locate the rest of the cards in the suit. "Cavendish," with whom the idea originated, gives several examples in *Whist* for

December, 1894, one being as follows:

K, 9, 3.

Q, J, 8. N. W. E. S. 10, 7, 4.

A, 6, 5, 2.

First trick. — South leads two; west plays jack; north plays king; east plays four.

Second trick. — North returns nine; east plays seven; south plays ace; west plays eight.

South announces that he can place the remainder of the suit, both as to rank and number. The nine being returned, north can only hold one more, and that must be the three, as west and east have played the eight and seven. West has one more, viz., queen single, as he would only play jack to the first trick with queen, jack, and one small. This leaves the ten single for east's hand.

North announces that he can place as to rank and number. South led from four exactly, as he started with the two, and as west and east have played eight and seven, south must hold six and five. Queen single is evidently in west's hand. This leaves one card for east, and as he played the seven his other card must be the ten.

West announces that he can place as to number, but not as to rank, viz., two more in south's hand, and (as east played the seven) one more, the ten, in east's hand, and one small card in north's hand. Of the three small cards, six, five, and three, he can place two in south's hand, and one in north's, but cannot determine the rank.

East makes a similar statement, placing queen single in west's hand and two of the remaining small cards in south's hand.

It so happened at a later period of the hand, trumps being out, that west remained with losing cards in other plain suits, and discarded the queen of this suit, as he could place the ten with his partner.

"Cavendish" also gave a problem in suit-placing, as follows: "Original lead of a plain suit. South leads six of hearts; west plays eight; north plays nine; east plays knave. King, ace of another plain suit are now led. There is no call for trumps. East holds seven and three of hearts. He announces that he can place the remainder of the heart suit as to rank and number."

The prize was awarded to George C. Hetzel, of Chester, Pa., for the best solution, which was published as follows in *Whist* for February, 1895:

(9), 5, 4, 2.

K, (8). N. W. E. S. (J), 7, 3.

A, Q, 10, (6).

Six from eleven, and five are over—
'Gad, says east, but south's in clover!
For I've the seven, and th' only thing
That's out against him is the king,
And that's with west—a lonely hermit—
For if with north, he would have played it.
But ace, queen, ten with south remain
That could his lead of fourth sustain.
And having ace shows futhermore
He opened up a suit of four.
Thus, with my trey, as I'm alive,
'Tis clear that north has deuce, four, five.

Whist, in commenting upon the result, said: "This problem seems

to have been a very easy one, if results count for anything, as ninety out of the ninety-five solutions received were correct." It also demonstrated that suit-placing in general was much easier exercise for American whist-players than the more complicated "perception problems" (*q. v.*).

Two or three years ago I proposed to some friends desirous of improving their whist that, as an exercise in drawing inferences, they should announce their ability to place the remainder of the suit after the first or second round. * * * The players not able to announce to be upon honor not to take advantage of inferences they could not draw, but to play on as though no remark had been made. No guessing to be allowed—*i. e.*, the player announcing to give his reasons for placing either rank or number. I found this plan very improving.—"*Cavendish*" [*L. A.*], *Whist, December, 1894.*

Suit Signal.—The trump signal becomes a suit signal if made at any time when it is evident that trumps are not called for. It is a request for partner to lead from some other suit. (See, "Plain-Suit Signal.")

Sumner, Charles, at Whist.—Charles Sumner played a good game of whist, but playing for stakes was very distasteful to him, as is shown by his letters from England, to be found in his published correspondence. He speaks of the universal rule in England of playing for money, limited "among sober persons" to the merest trifle, "such as sixpence a point—a term," he adds, "which I do not understand, although I have gained several points, as I have been told." One evening Lord Fitzwilliam was his partner, and their joint winnings came to a pound, "which was duly paid and received." On another occasion two peers, Scarborough and De Mauley, and a clergyman, made up the set. Mr. Sumner again proved the winner, and the dominie paid him five shillings. This was very uncongenial to him, although he said nothing, knowing that it was the custom among English players. "Cards, when allied to gaming, were unlovely in his eyes," says Courtney, in commenting upon the incident.

Superstition.—There has always been more or less superstition connected with games, and whist is no exception. Many people are naturally superstitious in everything they do, and when they play whist they cannot help showing their weakness in many little traits or peculiarities, such as choosing a certain seat at table, carrying a bit of metal or other mascot, touching certain spots on certain cards first, etc. It is a hard matter to argue them out of their delusion, for superstition is not founded on reason. That many amusing stories concerning its influence in the game might be told appears from the following passage from *The Adventurer*, an English journal, issue of March 6, 1753:

"On Sunday last a terrible fire broke out at Lady Brag's, occasioned by the following accident: Mrs. Overall, the housekeeper, having lost three rubbers at whist running, without holding a swabber (notwithstanding she had changed chairs, furzed the cards, and ordered Jemmy, the foot-boy, to sit cross-legged for good luck), grew out of all patience; and, taking up the devil's books, as she called them, flung them into the fire, and the flames spread to the steward's room."

Notes and Queries, in reprinting the story, explains: "*Swabbers* are the ace of hearts, the knave of clubs, and the ace and the deuce of trumps, at whist. To *furz* or *fuzz* is to shuffle the cards very carefully, or to change the pack."

In England, the four of clubs is universally known as the devil's bed-posts. The deuce of spades, when turned up as the trump card, is to be tapped for luck, and the deuce of clubs is a sign of five trumps in the dealer's hand. Wherever cards are known the nine of diamonds is called "the curse of Scotland," and many ingenious explanations (none of them satisfactory) have been offered as to the origin of this phrase, which dates back as far at least as 1745. In October of that year a caricature was published which represents the young Chevalier trying to lead a herd of bulls, laden with curses, etc., across the Tweed, with the nine of diamonds lying before them.

R. F. Foster, in his "Duplicate Whist and Whist Strategy" (page 211), devotes some space to the subject of superstitions in the following playful fashion: "In choosing seats, it is well to consider how the previous games have run. If the seats have been winning turn-about, choose those whose turn it is to win next. * * * In choosing cards, the same principles apply. * * * If a black deuce is turned, knock it with your knuckles before anyone else touches it. Six times out of ten you will secure four or more trumps by so doing (585 times out of 1000, to be exact). If you turn the nine of diamonds, play a forward game with every hand. The curse of Scotland never lost a rubber. If you turn the four of clubs, play to save the game. The devil's bed-posts are very unlucky. Saltpetre will not save you. When you have a run of bad luck, consider a moment whether it is owing to bad play on your part, bad cards, or a bad partner. If the first, change your game, and try ruffing or short suits; if the second, walk around your chair three times, but be careful to walk around in the proper direction; if the third, next time you cut for partners wait until your Jonah has drawn his card, and then take the second one from it in either direction. If your own and your partner's hands never seem to fit each other, examine the grain of the table, and next time you have the choice of seats, sit with the grain."

An amusing incident showing that superstition is by no means in danger of becoming extinct, even in the New World, is related in connection with the play for the Challenge Trophy, at the seventh congress of the American Whist League (Put-in-Bay, 1897): One of the gentlemen comprising the winning team from the Philadelphia Whist Club was somewhat downcast, but when Mrs. Henriques, of New York, gave him a four-leaf clover and predicted his success he had new courage. It appears one of the juniors met him usually before going into a fresh conflict, and greeted him thus:

"Go in and smash them."

This advice was given thrice daily, and as many times carried into execution, but once the word was missing, and Captain Hart was defeated. Somehow he felt that the omission was a forerunner of failure. He lost courage, feeling the boy was losing faith in his team. So he left the table, walked out in the hall where the boy stood, and as he passed the junior wag called out:

"Go in and knock them out."

It was all he needed. He had found his lost courage. He went in and pulled his team on to a victory.

It is very rarely that we find any person who has played whist during many years who is entirely devoid of superstition.

Some players will not admit that they have any superstition, but by their acts they demonstrate that they are superstitious. * * * The thoroughly superstitious player is rarely a strong player.—*A. W. Drayson* [*L+A+*].

The superstitions of the whist-player are beyond enumeration. They acquire a mysterious hold over his imagination, and baffle every attempt to secure their expulsion. Some of them are to be found in every district of England, from the clubs of London to the remotest ends of local life in the provinces; others are confined to particular towns or counties.—*W. P. Courtney* [*L+O.*], "*English Whist.*"

The most powerful intellect, the most profound science, is not proof against superstition; and it is curious to see how fastidious even the best players will be about the choice of seats, or cards, or counters, or about other things which can have as little influence on their fortunes as the changes of the moon. Some will insist on being the first to touch a black deuce turned up, some attach good omens to the hinges of the table, some think it advantageous to sit north and south, and so on. One cannot believe that any other than a born fool (and he could not be a whist-player) seriously thinks such things are of real importance, and the persons doing them are often unmercifully bantered for their folly; but still they persevere, and it has often been a great puzzle how such an anomaly can be explained. We believe the explanation lies in a simple application of experience in chance results. Toss up a penny a great number of times and record the results; you will find that you do not get heads and tails alternately, but that there is an almost constant tendency to produce *runs* on one particular chance. * * * Now, as the tossing of a penny is an analogous case to the winning or losing of a rubber at whist (which is very nearly an even chance), people lay hold of the salient fact of the tendency to a run and apply it to this case. They argue that as the heads, after coming once, may be repeated several times, so the seats or cards which have won once may win several times running. Of course the reasoning is fallacious, as the reasoners know full well, but it is their only justification, and as the practices are very harmless, and are indeed expressly provided for by the laws, one need not be angry with them.—*William Pole* [*L. A+*], "*Evolution of Whist.*"

Supporting-Card Game.—A style of short-suit play at whist in which supporting, or strengthening, cards are freely led to partner, the player himself having little or nothing to hope for in his hand. The Howell (short-suit) system makes use of the supporting-card game as in many respects the most important division of whist strategy, "because it is the most generally available, and the most frequently adopted." Mr. Howell regards it as "the essence of short-suit play, the theme, of which the other forms of strategy are but variations." A supporting card is led by him if the hand does not contain the elements of strength necessary for an attempt to play the long-suit form of strategy, nor a plain suit so very strong as to justify the high-card opening, nor trumps sufficient to warrant the trump attack, or if the conditions are not favorable for the ruffing lead, which is really but a modification or special instance of the supporting-card game. For the supporting-card opening four cards are used—queen, jack, ten, or nine—and these are generally led as the highest of short, weak suits, but they do not absolutely deny better cards in the suit opened, and are also sometimes used as interior leads. The general rule for leading under the Howell system is: Of two supporting cards in sequence, lead the higher from a short suit, and the lower from a long suit.

Swabbers.—See, "Whisk and Swabbers."

"Swedish Whist."—Preference, a modification of whist, is said to have superseded English whist in Sweden, and is therefore called "Swedish whist." In this game there are partners, as usual, but they change after each rubber. The trump is determined by bidding, the leader having the first bid. Each must bid a higher suit or

pass. The suits rank as follows: clubs, spades, diamonds, hearts, the latter being the highest. Still higher than these is *preference*, in which no trump is employed—the intrinsic value of the cards determining the issue. If the side that makes the trump or demands preference loses, the adversaries count double for each trick they obtain above six. The game is twenty points, and each trick above six counts, for a game in clubs, three; spades, four; diamonds, five; hearts, six; preference, eight points. Honors count as in English whist.

System.—Method of play; as, for instance, the system of American leads, the long-suit system, the short-suit system; a complete scheme of play on certain well-defined lines. Systematic play is play in accordance with some rule, as distinguished from haphazard play, or bumblepuppy.

In view of the numerous systems of play advocated and followed in this country, there has been a movement on foot from the inception of the American Whist League to have that organization act as arbitrator, and decide upon some standard authority. At the sixth congress of the League President Schwarz again called attention to the matter (see, "American Whist League"), saying, among other things: "A whist-player cannot sit at a table with a stranger without asking him what system he plays. New conventions have arisen. The echo means two or three different things. There are half a dozen different methods of discard; there are long-suit theorists and short-suit theorists, and taken together there is a wider difference to-day than there was at the start. Now, it seems to me that it is the duty of the American Whist League to remedy this state of affairs, if it is possible. We can appoint a committee of expert players, men who have fought their way to the front, and let them sift the different methods in vogue at the present time, and recommend to the whist-players of the country that which they think is best I do not mean by this that we should adopt any text-book upon the game, or that we should arbitrarily impose upon the players of the country any particular system, nor would I restrain individual liberty of action. It would be simply in the nature of a recommendation, and would tell the players of the American Whist League, and the whist-players at large, just what we thought was the best, without preventing them from playing something else if they desired to do so."

The matter was referred to an advisory committee, and that committee recommended the appointment of a standing committee on play, to report in favor of a system at the seventh congress. P. J. Tormey, chairman of the advisory committee, in a letter to *Whist*, subsequently said:

"The question is asked, 'Why should the American Whist League do such a thing? Is it the proper thing to say to a whist-player, you must lead ten from queen, jack, ten, and others, or ace from ace and four small, or from your long suit, or short suit? Will the League say I *must* discard from my poorest suit, if it pleases me or not?' If this and many other such things was the object of this resolution, the League would certainly be assuming too much authority. Such is not the case, by any manner of means. But in the judgment of President Schwarz and this advisory committee, the time has now come when the American Whist

League should proclaim to the whist-players of the country, speaking through the League's official organ, that it does recommend and suggest this system of leads and follows, discards, etc., or 'play,' if you prefer to make it more general, and ask all League clubs to recommend it in turn to their members."

When the seventh congress met at Put-in-Bay, in 1897, however, no recommendations were made or adopted, and the League once more temporized by appointing another committee on innovations in play, etc. It is hoped that some definite action may be taken in the near future.

When it is claimed that players have won matches by using this or that system, such claim is to be distrusted. Players win matches because they play good whist, or better whist than their adversaries. A system may give some slight advantage as against a team or pair who do not understand it practically, but that a match game is lost or won by a difference in system is very improbable. If it were so it would reflect little or no credit on the winners.—*Fisher Ames* [*L. A.*], *Whist, October–November, 1896.*

The whist practice of the American clubs has been at sea, so far as uniformity is concerned, differing as widely in system as in rules for play and penalties. In count, honors have become practically obsolete, but five points, seven points, continuous count, trebles, doubles, and singles, turning the trump from the live pack or cutting it from the dead pack, or announcing one suit for trump during a sitting, have all had their respectable following. The difference in system of play has been as pronounced.—*C. S. Boutcher* [*L. A.*], "*Whist Sketches,*" *1892.*

As in all other matters largely controlled by chance, there is no system, as a system, which will win at whist. One cannot succeed by slavish adherence to either the long or the short-suit game; by the invariable giving of information, or the continual playing of false cards. The true elements of success in whist lie in the happy combination of all the resources of long and short suits, of finesse and tenace, of candor and deception, continually adjusted to varying circumstances, so as to result in the adversaries losing tricks.—*R. F. Foster* [*S. O.*], "*Complete Hoyle.*"

It may be stated as an axiom that any system is better than no system. No matter how ridiculous the system may appear, or what a trick-loser it may be at first, it is better than guessing. Experience will soon show up the weak points in a trick-losing system, and probably suggest the necessary changes or improvements. One of the best whist-players living started with the simple system of leading a card of a different color from the trump suit when he had a strong hand. He was on the right track; the demonstration of the general character of the hand to the partner, and all his future whist training carried out that idea.—*R. F. Foster* [*S. O.*], *Rochester Post-Express, October 31, 1896.*

System, Mixed.—In the early part of 1897 we find many clubs playing what they call a mixed system, a compromise between the extremists of the various schools. The captain of the Albany team describes one of these systems, used by a team which gave Albany one of the hardest fights it had for many a day. He says:

"The system used by the Boston Duplicate Whist Club is the most rational of any of the so-called 'mixed systems' that we have yet seen. Briefly it is as follows: Open originally from longest or best suit. Having honors in sequence, follow American leads—except from queen, jack, ten, and others, lead ten, and lead king in all cases where the American lead calls for queen. Use queen as strengthening card, or to show trump strength. When suit is headed by a card smaller than the nine, lead top of suit. From king, jack, ten, and others, lead fourth best. Do not open a four-card suit with one honor if you have a strengthening card which can be led. With king, jack, nine, eight, six, seven, or similar suits, lead fifth best. Discard from weakest suit. Use reverse discard to show suit you wish led. In trumps,

from queen, jack, ten, and others lead top of suit; otherwise follow American leads. Echo with three trumps on partner's lead. Never finesse on partner's trump-lead.

"These rules, with the exception of the discard, the number-showing play of the king and queen, and the play of small-card suits, do not differ essentially from the long-suit game as played by Albany."

At the seventh congress of the American Whist League (Put-in-Bay, 1897), the Boston Duplicate team filed a copy of its system with the tournament committee. In it occurs this passage: "Since the last congress the method of using the small-card opening has been amended. A distinction is made in the lead between the lowest card of a suit and a small card above the lowest. The lowest card of a plain suit is led from a hand containing besides the suit opened at least four trumps, and some protection or re-entry strength in one or both of the other suits. A small card above the lowest is led from the same sort of plain-suit strength, accompanied by three trumps or less, including at least one honor. By this method of small-card openings, the partner of the original leader is enabled to draw quick and valuable inferences. It frequently happens that on the first round of a suit, partner cannot determine whether or not the small card led is the lowest in the leader's suit. In this event, if he is in the lead, he must not start trumps unless he has four or more himself and some plain-suit protection, but must return the leader's suit in order to establish it. Partner's duty is the same if he can absolutely tell from the drop that the leader has a smaller card of his suit than the one led. He is then very seldom justified in leading trumps short. If, however, the card led is clearly the lowest of the suit, partner should generally start trumps at the earliest opportunity, provided he has either fair length or a good supporting trump at the top of three or less."

Another mixed system, that successfully employed by the team from the Walbrook Club, of Baltimore, is thus described by Edwin C. Howell, in the Boston *Herald*, in the latter part of December, 1897:

"But to the Walbrook system of play—what is it? In a word, it is a trump-showing system. They have discarded the American leads, including the fourth best, and use both high and low cards to indicate the strength or weakness in trumps. With the high-card trump-showing leads—king and jack for strength, and ace and queen for weakness—nearly all whist-players are familiar. To these, however, the Walbrooks have added a trump-showing method of small-card play. They are pretty strict long-suiters, so that a small card led under their system, whatever its size—from a ten down to a deuce—shows the longest suit in hand. Now if it is the lowest card of the suit it shows also weakness in trumps—that is, the lead declares, 'Here is my best suit, but I have not accompanying strength sufficient to bring it in without help from partner.'

"If, on the other hand, the small card led is not the lowest of the suit, but the penultimate or antepenultimate, it tells partner, 'I have not only this suit, but four or more trumps behind it, and I hope to bring it in.' Of course, it is not always apparent on the first round of a suit whether or not the card led is the lowest, but experience has proved that the truth is divulged early enough.

"Number in the suit led the Walbrooks do not attempt to

show. Their object is to indicate by the original lead, first, the longest suit; and, secondly, the extent of its support in trump strength. Their system is certainly strategic. It affords the two partners a better opportunity of shaping their play early and intelligently along a common line than the old game does. Nevertheless, I cannot overlook the faults of the system. They are two. In the first place, one is obliged by his original lead either to show strength, or, if he has not that, to show weakness in trumps. That a player must, if he is weak, acknowledge it seems to be a serious strategic defect in the system. In this criticism nearly all whist-players will agree with me. As to my other objection—that the Walbrook system permits no other opening from a hand than that of the longest suit—I suppose it will be considered sound only by short-suit or 'common-sense' players. I would not insist on it, indeed, if the first objection could be removed. If we must open long suits, I prefer the 'modified' whist that the Pyramids, of Boston, are playing, under which system the opening of a two, three, or four shows trump strength, but that of a five, six, seven, eight, or nine does not deny it. As a matter of fact, however, not one of the Pyramid players sticks closely to the long-suit openings, scarcely more than the players of my own team do. We all use trump-showing leads to a certain extent, but with us it is a voluntary matter whether we shall declare strength or conceal it. Hence we are not obliged to declare weakness if we have not strength."

Table. — A complete table at whist, under the rules, which apply more especially to play at the clubs, consists of six persons, although four are sufficient for play. It is only when there is more than the requisite number that the limit of six is observed, the first four then chosen by lot taking their first turn at a game in this country, or at a rubber in England, and the two others taking their turn subsequently; fresh additions to the table, either of newcomers or those who have already played, being made from time to time.

On ordinary social occasions, where whist is played, or in private, where the number of players is determined and limited beforehand, the above rules are not generally observed. In duplicate whist, especially, the table is limited to four players. These, under the laws of duplicate whist, may be formed by cutting or agreement. (See, "Duplicate Whist, Laws of.")

Tables, Arrangement of.—See, "Duplicate Whist, Schedules for Playing."

Tactics, Whist.—The tactics employed at whist consist of the conventional movements of the game as laid down in the text-books or taught by instructors, such as the leads, play of the second, third, and fourth hand, etc. Tactics are the solid groundwork of general whist knowledge, by means of which the play is directed against the opponents. The superstructure is whist strategy, or the higher art of planning and executing battles and campaigns, and making the best use of the forces at one's command.

Many persons confuse the terms "strategy" and "tactics." Strategy is the skillful handling of forces not actually engaged in battle, in order to secure advantages of position which shall be useful later on for purposes of attack, defense, or retreat; while tactics is simply

the art of applying, on the field of battle, the movements learnt at drill.—*R. F. Foster* [*S. O.*], "*Whist Tactics.*"

Taking a Force.—Trumping a winning card led by an opponent, or a losing card led for the purpose by partner.

When a player is forced to trump in before he is able to answer a trump signal, his object should be at once to show the number remaining in his hand. * * * Having only three trumps, take the force with the lowest, and then lead the highest, whatever it is. Having four, take the force with the third best, and return the lowest, no matter what the others are, unless you have the ace, or both king and queen. This taking the force with a card not your lowest must, of course, be restricted to comparatively small cards. With king, queen, ten, two, it would be a waste of ammunition to trump with the ten.—*R. F. Foster* [*S. O.*], "*Whist Tactics.*"

Taking in the Tricks.—Where ladies and gentlemen are playing as partners the gentlemen, of course, always gather in the tricks as they are won. Where gentlemen only are playing, the custom is for the player who takes the first trick in a hand to allow his partner to gather the cards for that hand, although there is no law or rule requiring this. In some clubs one partner takes in the tricks while the other keeps the score. In duplicate whist each player takes care of his own tricks.

Players may agree as to which partner in any hand may gather the tricks, but it is rulable that the first trick made should be gathered and turned by the partner of the winner, who places it upon his left hand, and adds to it in order the tricks subsequently taken by his partner and himself in that hand.—*Rules of the Deschapelles Club, Boston.*

There is no rule as to which of the two partners should gather and turn the tricks. There is a tradition that the partner of the player who wins the first trick should gather it. There seems to me to be no sense in this. Let us inquire whether a reason can be given why one partner should turn the tricks rather than the other. I think a very good reason can be given by referring to the principle: Never have anything near your score if it can be avoided. In order to carry out this principle, let the partner of the player who scores [*i. e.*, keeps the score] take the tricks.—"*Cavendish*" [*L. A.*], *Whist, November, 1893.*

Taking Up Cards During the Deal. — Many players, especially beginners and those not well versed in the rules, have a habit of picking up their cards while the latter are being dealt. They are surprised to learn that it is in any way an objectionable practice. It is objectionable because it may disturb the dealer, and cause him to misdeal. The American code (section 17) wisely provides that a misdeal does not lose the deal if during the deal either of the adversaries touches a card, or in any other manner interrupts the dealer.

Should a player deal out of turn, and his partner, on taking up the cards as they are dealt, discover that his hand is poor, he might obtain an additional unfair advantage by calling attention to the error in the deal. Two unscrupulous partners, by unfairly taking a deal not belonging to them, and then giving it up on finding the cards picked up by the one unsatisfactory, would, if detected in the practice, be expelled from the table as card-sharpers. At the same time, the very appearance of doing anything that might seem unfair, or give opportunity to obtain an unfair advantage, should be avoided by players who are known to be reputable and honest. The proper way is to let all the cards lie where they are dealt until the trump is turned by the dealer.

There is no law to prevent a player taking up his cards during the deal. The law puts the offender under certain disabilities, and that is all. We pointed out once that a player dealing out of turn has an advantage, but if, in addition to dealing out of turn, he has a partner who

looks at his cards, and finding them bad calls attention to the fact that the player is dealing out of turn, then he obtained a great additional advantage according to law, but contrary to all right and propriety. We should think this point alone should be sufficient to prevent players taking up their cards.—*Charles Mossop* [*L+O.*], *Westminster Papers, June 1, 1878.*

Talking at Whist.—George W. Pettes quotes this from a professor who loved the quiet game, and who was also of a humorous turn of mind: "One can no more play whist and talk than he can translate Ovid and turn somersaults at the same time." (See, "Conversation," "Silence.")

Talleyrand's Mot.—Talleyrand, the great French statesman, was also celebrated as a whist-player, and in his latter years he spent many hours almost every day at his favorite game. His advice to all was, play whist, and you will be spared a sorrowful old age, and this idea is embodied in his celebrated *mot*, when addressing a young man who had confessed that he did not play whist: "*Vous ne savez pas le whiste, jeune homme? Quelle triste vieillesse vous vous préparez!*" ("You do not know whist, young man? What a sad old age you are preparing for yourself!")

The provisional government which Talleyrand formed, upon Napoleon's abdication, was composed, with one exception, of his associates at the whist-table.

The American-leads discussion in the *Field* was summed up by "Merry Andrew," one of the participants, in a pamphlet entitled, "The American-Leads Controversy." The title-page bore the motto, "*Vous savez les American Leads, jeune homme? Quelle* TRIST(E) *vieillesse vous vous préparez!*"—engrafting a pleasantry on a parody of Talleyrand's well-known prediction of a cheerless old age to the youth who was ignorant of the game.—*N. B. Trist* [*L. A.*], *Harper's Monthly Magazine, March, 1891.*

Teachers of Whist.—Hoyle was the first to teach the game of whist professionally, but it is a curious fact that although he was phenomenally successful, his success did not inspire others to take up the work; and it was not until a century and a half after the publication of his famous treatise that the idea of professional teaching again occurred to anyone. The great interest manifested in the game when it was first improved and played with some degree of science, encouraged Hoyle to take up teaching as his lifework. Similarly, the great whist revival in this country, and the introduction of the modern scientific game, brought an eager demand for instruction. So great was this demand, however, that it was utterly impossible for one instructor to meet it; otherwise R. F. Foster, who was the first to give whist lectures in this country, might have become the sole successor of Hoyle. In 1888 his whist engagements became so numerous that he gave up his regular profession and devoted himself entirely to teaching and writing on the game.

As it was, beginners anxious for instruction became so numerous—especially among women, who took an unprecedented interest in the improved American game—that for the first time in the history of whist women themselves took up the work of imparting knowledge concerning it. The first to do this professionally was Miss Kate Wheelock (*q. v.*), who was induced to teach by her friends in the city of Milwaukee, in 1886, two years before Mr. Foster began to devote all his time to the game. Miss Wheelock at first had no idea of accepting compensation for her instruction, but the demand upon her time became so great that she was forced to adopt this course. The

pioneer in this good work, which has since been found so well adapted to women, the "whist queen," as she is affectionately called by thousands of pupils and the whist world generally, stands, by universal consent, at the head of her chosen profession, and at this writing (December, 1897,) has just concluded the most successful year in all her experience.

About the same time Miss Wheelock was responding to the demands of whist enthusiasts in Milwaukee, Miss Maude Gardner, the daughter of Ex-Governor John L. Gardner, of Massachusetts, was induced to take up the work in the city of Boston. She did not teach very long, however, her marriage and much-regretted death taking place shortly after.

New York also caught the whist fever, and here Miss Anna C. Clapp (who shortly afterwards was married to the Rev. Mr. Frothingham, of New Bedford, Mass.) was the pioneer in the field, closely followed by her sister, Miss Gertrude E. Clapp (*q. v.*). The latter began in 1887, and has ever since taught in New York and in many other cities. She has won a high reputation as a player as well as teacher, as will be seen from the following editorial expression in *Whist* for December, 1894. "Let the man who thinks a woman cannot play whist," remarks the editor, "cut into a game with Miss Clapp, and he will soon have an opportunity to divide his wonder between her information and his ignorance."

That whist-teaching attracted much attention from the beginning, may be judged from an appreciative two-column editorial which appeared in the New York *Nation* of September 8, 1887. "One of the most curious social phenomena of the year," said the editor (E. L. Godkin), "is the success which has attended the attempt to teach whist in classes, both in this city and in Boston, last winter, and during the past summer at some of the watering places. It has been found, as a matter of fact, that a good whist-player, possessed of fair teaching capacity, has no difficulty in getting pupils enough to make it worth while to treat whist-teaching as a calling. The experiment thus far has revealed the fact that the number of people who want to play whist both in summer and winter is very large, and is probably increasing, and also that a very large proportion of those who have been playing the greater part of their lives are really ignorant of what is called scientific or modern whist."

In 1888 Mrs. M. S. Jenks (*q. v.*) removed to Chicago, and in the year following her intimate knowledge of the game and high qualification for the work caused her services as a teacher to be eagerly sought by the ladies of that city. She, too, had no intention at first of giving instructions professionally, but the demands upon her time were such that she found it necessary to do so. She thus became one of the early workers in the field, and did much to set the wave of whist-improvement rolling westward from Chicago.

The same year in which Mrs. Jenks began her teaching in the great city on Lake Michigan brought another man into the whist field as an instructor. It was William S. Fenollosa (*q. v.*), by many still called Professor Fenollosa, because of his previous successful career as a pianist and teacher of music, but which title he himself disclaims, and requests us not to use. Mr. Fenollosa became very successful and popular in his new field, and

numbers among his pupils hundreds of the leading people of New England. He is distinguished also as an analytical writer on the game, and as a whist-player. The following year (1890) another able and successful gentleman began giving lessons—George E. Duggan (*q. v.*), a Canadian by birth, but an American by adoption. Mr. Duggan branched out in New York; but, going to Chicago to visit the World's Fair, he was so struck with the fine quality of the whist played in the latter city, and the desire manifested for more knowledge, that he concluded to remain there. To-day he feels no little pride in the fact that many of Chicago's best players—men and women—are numbered among his pupils.

The pioneer whist-teacher and leader in Philadelphia was Mrs. William Henry Newbold (*q. v.*), who began teaching in 1891, and soon found her services in great demand. Being prominent in social circles, her example and devotion to the game inspired others, so that to-day Philadelphia ranks first as a woman's whist centre. In 1891 whist-teaching was also inaugurated in Denver, Colorado. Miss M. Ida Moore was the first to make a success as a teacher there, and she has many pupils. Miss Moore has played the game from childhood, being, as she says, "brought up on whist." In 1886 she began to study the modern scientific game, and several years later her services as a teacher were in great demand.

One of the first to take an active part in the new whist movement among the women of Milwaukee was Mrs. Lavinia S. Nowell, who had played whist from childhood up. When a young girl she often made a fourth hand with her father and two other gentlemen. It was a Hoyle game in those days, "second low and third hand high," regardless of sequences and the card led. Her father was a great admirer of whist, and thus Mrs. Nowell came naturally to love it also. Writing under date of October 25, 1897, she says: "I can hardly be classed as a professional teacher. A few years ago, when the ladies began to be greatly interested in the game, I was urged by many friends to give them the benefit of my experience, and I taught classes one winter, very successfully, I was told, but my health and demands on my time did not permit me to continue it after that season. Often a class is formed and its members insist upon my teaching them. Then I take this class, but no others." Hamilton is Mrs. Nowell's favorite authority on the game. Milwaukee is also the home of another whist-teacher of note, Miss Bessie E. Allen (*q. v.*), whose reputation is national, although she has not taught very often away from home, her time being fully occupied there.

Whist-teachers had begun to increase so rapidly, and teaching was held in such high esteem, that in February, 1893, Cassius M. Paine, the editor of *Whist*, was moved to make the following reference to the subject in his journal: Whist-teaching "is fast forcing itself to the fore as the easiest and surest way of obtaining that understanding of the theory of the game, together with the arbitrary conventionalities, which, being supplemented by practice, makes the ready player. So thoroughly is this plan becoming established, and so satisfactory is it in its adaptation, that the whist-teacher is now an acknowledged and valued factor, with much to do, and large classes in each whist-playing centre."

About this time Mrs. Lillian Curtis Noel (*q. v.*), a charming society woman, began to arouse a deeper interest in the game among the women of St. Louis. She, too, had been familiar with whist all her life, and, after studying it scientifically, was prevailed upon to teach others. Her labors in the whist field resulted in the organization of the largest whist club for women in this country. Similar good work was being done at the same time by Mrs. T. H. Andrews (*q. v.*), in Philadelphia. After arousing the whist enthusiasm of the women of Philadelphia and surrounding places to a high pitch by means of her teaching and the whist tournaments, in which she was the leading spirit, she took hold of the project of organizing the Woman's Whist League of America, which had long been talked of, and now carried it to a successful issue. The proceeds of her teaching she devoted mainly to the advancement of the cause of whist. One of her happy thoughts was the purchase of what have since been appropriately named the Andrews Trophies —four large heart-shaped silver dishes—to be competed for by teams of four. They are to the Woman's Whist League what the Challenge Trophy is to the American Whist League, and are subject to somewhat similar rules. In fact, they were competed for before the formation of the woman's league, and to the enthusiasm created by the tournaments held for their possession was largely due the formation of the organization.

Teachers of whist, of both sexes, now became more numerous still, for the demand for instruction seemed ever increasing. Miss Frances S. Dallam (*q. v.*) took up the good work in Baltimore; Mrs. Sadie B. Farnum, an experienced and lifelong whist-player, began to teach in Chicago and its suburbs. On the Pacific coast, Mrs. Frank H. Atwater (*q. v.*) won a more than local reputation at Petaluma, Cal., and in San Francisco Mrs. Abbie E. Krebs was credited by *Whist* with "having, in many ways, actively contributed to promote interest in scientific whist by teaching, writing, and committee work, and last, but by no means least, by a series of whist talks at the San Francisco Whist Club."

In the spring of 1894 Miss Adelaide B. Hyde began giving whist lessons at New Haven, Conn. She had had the benefit of a very early whist training. As a child she never lost an opportunity to watch the game, and took a hand as soon as she was allowed to do so. Later she obtained her knowledge of the conventional game from the books, and a close watch of the methods of the best players of this country also helped to perfect her in her chosen profession. Miss Hyde has had classes in the Adirondacks summers, and at Lakewood, N. J., winters. In 1897 she removed to New York City. Like all the women who teach whist, Miss Hyde is an advocate of the long-suit game, with American leads. First of all she endeavors to establish the fact that rules are in no wise opposed to common sense, but simply a result of it; and their application can never become mechanical if the best results are to be gained.

The year 1894 also brought several more men into the field as whist teachers. Charles S. Street (*q. v.*) began to devote some time to it, aside from other duties, in Boston; Earle C. Quackenbush (*q. v.*) did likewise in Washington, D. C. Charles R. Keiley (*q. v.*), now of New York, began

to teach some also about this time, as did also E. T. Baker (*q. v.*), in Brooklyn. All of these gentlemen continue to give more or less time to it, and have many pupils. Another instructor who entered the field contemporaneously with the above was T. E. Otis (*q. v.*), of East Orange, N. J., but after teaching two years, and regaining his health, which had previously been impaired, Mr. Otis reentered other business, and now confines most of his teaching to the training of the team of which he is captain. It may be here noted also that while the ladies are, so far as we know, all orthodox in the long-suit faith, and true believers in American leads, three of the gentlemen are pronounced advocates of the short-suit game — Messrs. Foster, Keiley, and Baker.

A little over two years ago, Mrs. Harry Rogers, of Philadelphia, began teaching whist, and her efforts were soon crowned with success. Mrs. Rogers was taught to play whist while a child, and among her early recollections is one of being made to stand in a corner because she could not remember the cards. Her attention was called to the scientific game some five or six years ago. She subsequently took lessons from Miss Gertrude E. Clapp and Miss Wheelock, and is a strong advocate of the long-suit game. When her husband failed in business, she took up teaching, and met with great encouragement. She has taught in Pittsburgh, as well as Philadelphia, and has also had offers from Cleveland and other cities. All her pupils are enthusiastic in their praise of her and her instructions.

Among others who have taken up whist-teaching, Mrs. Henry E. Wallace (*q. v.*), of Staten Island, N. Y., Mrs. Sarah C. H. Buell (*q. v.*), of Providence, R. I., and Mrs. George de Benneville Keim (*q. v.*), now of Edgewater Park, N. J., have also won enviable reputations. Mrs. Keim is a native of Richmond, Va., and has the credit of organizing two whist clubs among the ladies of the Old Dominion capital, and arousing whist enthusiasm among the leading people of the city.

While there are undoubtedly many more persons who teach whist, professionally or otherwise, we have prepared an alphabetical list of all those whose names and addresses could be learned by diligent and systematic inquiry. We have thirty-eight teachers represented in all, twenty-nine women and nine men. Some of the most successful men who are engaged in teaching have many more female than male pupils. In fact, the great majority of whist-pupils now undergoing instruction are women, and this is significant. It means that in America women may eventually distance the men in intimate knowledge of the game. It means also that through woman whist will be made more and more a game for the home circle, and a factor in the education and training of the young, a matter of vast importance and benefit to the nation at large. The list of teachers follows:

Allen, Miss Bessie E., 474 Van Buren street, Milwaukee, Wis.

Anderson, Mrs. Harriet Allen, 571 Van Buren street, Milwaukee, Wis.

Andrews, Mrs. T. H., 1119 Spruce street, Philadelphia.

Atwater, Mrs. Frank H., Petaluma, Cal.

Baker, Mr. Elwood T., 781 Prospect Place, Brooklyn, N. Y.

Brooke, Mrs. Gertrude, Earlham Terrace, Germantown, Pa.

Buell, Mrs. S. C. H., 227 Bowen street, Providence, R. I.

Clapp, Miss Gertrude E., The Lennox, New York City.
Dallam, Miss Frances S., 1026 Bolton street, Baltimore, Md.
Dolliver, Mrs. Sewall, 1008 Jones street, San Francisco.
Duggan, Mr. George E., 305 East Chicago avenue, Chicago.
Earle, Mrs. William E., Washington, D. C.
Farnum, Mrs. Sadie B., North Shore Hotel, Chicago.
Fenollosa, Mr. William S., Salem, Mass.
Foster, Mr. R. F., 560 Hancock street, Brooklyn, N. Y.
Fuller, Mr. Robert, 47 Tremont street, Boston.
Hess, Mrs. Minnie, Evanston, Ill.
Hyde, Miss Adelaide B., 53 West Forty-seventh street, New York City.
Jenks, Mrs. M. S., care of *Whist*, Milwaukee, Wis.
Keiley, Mr. Charles R., 101 Lexington avenue, New York City.
Keim, Mrs. George de Benneville, Edgewater Park, N. J.
Kernochan, Mrs. Frank, Albany, N. Y.
Krebs, Mrs. Abbie E., 911 Sutter street, San Francisco.
Moore, Miss M. Ida, 1031 Emerson street, Denver, Col.
Newbold, Mrs. William H., 2212 Trinity Place, Philadelphia.
Noble, Miss Evelyn, 2005 St. Charles avenue, New Orleans, La.
Noel, Mrs. Lillian C., 5925 Cates avenue, St. Louis, Mo.
Nowell, Mrs. W. A., 667 Marshall street, Milwaukee, Wis.
Otis, Mr. T. E., East Orange, N. J.
Quackenbush, Mr. Earle C., 1408 G street, Northwest, Washington, D. C.
Roberts, Miss Edith, Ridley Park, Pa.
Rogers, Mrs. Harry, 2216 Trinity Place, Philadelphia.
Shelby, Miss Annie Blanche, Portland, Oregon.
Snyder, Miss Edith, Pottsville, Pa.
Street, Mr. Charles Stuart, 86 Beacon street, Boston.
Trist, Miss, 1516 Baronne street, New Orleans.
Wallace, Mrs. Henry E., 20 Tyson street, New Brighton, Staten Island, N. Y.
Wheelock, Miss Kate, care of *Whist*, Milwaukee, Wis.

Hoyle gave instructions at a guinea a lesson. The charges of the modern teachers are more moderate, as will appear from the following rate-card, submitted to her pupils by a leading teacher: Class of four, one hour session, $3; class of eight, one and a half hours' session, $4; class of twelve, two hours' session, $5; class of sixteen, two and a half hours' session, $6. Private lessons, half-hour instruction, $1. Some teachers undoubtedly charge more than this, and some less.

Until recently the study of whist was undertaken only in a desultory sort of way over a "hand." But within a few years it has been so systematized that a course of lessons in whist is as common as a course of study on any other subject. Whist lessons can be given on exact lines up to a certain point, covering all the positive rules of the game. Beyond that it can be given in the way of pointing out the pitfalls into which the unskilled may stumble, and suggesting means by which they may be avoided, or if not avoided, neutralized. After that the student must depend on herself, and her proficiency in the game will depend upon her powers of observation and concentration, her ability to draw correct inferences, and her good judgment.—*Harriet Allen Anderson* [*L. A.*], *Home Magazine, July, 1895.*

Professional teaching became quite a feature of whist in America. Miss Kate Wheelock was the first in the field, beginning in Milwaukee and Chicago. The Misses Clapp followed in her footsteps, and before long every large city had its instructor. With the exception of the author, who was then lecturing on whist in New York, all these teachers educated their pupils in the number-showing

school. Influenced by the later writings of "Cavendish," and the works of G. W. P., Fisher Ames, and others of that school, which was all the rage in 1891, these teachers insisted on the pip-counting process as the highest order of whist. The invariable lead of the longest suit, showing number, and signaling were the drill tactics, and when the Milwaukee Whist Club asked the whist-players of America to meet in Milwaukee for the purpose of organization, almost every delegate present was a follower of the scientific school.—*R. F. Foster* [*S. O.*], *Monthly Illustrator*, *1897*.

It is of ten said, in general terms, that the way to learn to play whist well is to play with good players. This is in part true, but it is mainly delusive. There is, to many people, not much use in seeing what good players do, without knowing the reason why they do it, and this good players are not ready to give, and in fact the rules of the game forbid their giving it while playing. All the instruction the unfortunate whist-dunce receives while actually playing, he is apt to get from the contemptuous reproaches of his partner, or the contemptuous silence of his opponents, after each hand. * * * All this makes a teacher of whist—that is, somebody who will deal tenderly with poor players, tell them why they have blundered, and what they ought to have done but did not do, in a spirit of kindness or even commiseration—wear the air of a ministering angel; and we should venture to predict, therefore, that the most successful teachers will be, as indeed are now, women.—*E. L. Godkin*, *New York Nation*, *September 8, 1887*.

Another evidence of the earnestness of the Americans in the game has been the fact that they have revived and encouraged *professional teaching*, in the manner practiced by Hoyle. Nothing had been done since his day; but in 1871, when the author of the present work had occasion to describe the philosophical system, he inserted the following note (*Quarterly Review*, page 69): "Why cannot whist be taught professionally, like chess and billiards? Hoyle set the example, at a guinea a lesson, and there is now much more scope for instruction than there was in his day, from the game being reduced to so much more systematic and teachable a form." It is quite as practicable as the teaching of drawing or music, or any ordinary accomplishment, and the Americans have made the experiment with great success. It is curious that the teaching began among the fair sex. About 1886 a little circle of ladies, prominent in the society of Milwaukee (a city often distinguished in whist matters), despairing of solving for themselves the mysteries of "Cavendish," sought aid from others of their sex who had been more fortunate. And this led to regular paid instruction. The pioneers in the venture were a Miss Kate Wheelock, of Milwaukee, and a Miss Gardner, of Boston. The first-named lady has since earned a very wide reputation. Her classes in one season numbered nearly 150 members, and she has received so many applications from various towns that she has been obliged to make periodical tours to satisfy them. She has turned out many distinguished pupils, and is known by the name of the "whist queen." A Mrs. M. S. Jenks is also a celebrated teacher, who has advocated whist-teaching in schools; and many others are so engaged. Some of these ladies have visited London, and have given a high impression of their abilities. The terms charged by the best teachers are two dollars per lesson for each person in a class of four, and the income of one teacher is given at the rate of $150 per week. Many classes are said to exist in every large town, and the pupils often belong to the best society.—*William Pole* [*L. A+*], "*Evolution of Whist.*"

Team.—A number of players who play together against an equal number of other players, or against other teams, each composed of an equal number. A team generally is selected with care from the best players of a club, and represents such club in matches and tournaments. A team may consist of two players, but in that case pair is the more correct designation. The team of four players is the most popular, although in some contests teams of eight and even larger numbers are frequently entered; as, for instance, in the contest for the trophy of the auxiliary associations (see, "American Whist League, Seventh Congress"), in which teams of sixteen represented the rival whist associations. The play of teams, at duplicate whist, requires every member of a team to play with every other player an equal number of times.

Technical Terms.—Expressions peculiar to whist; words or phrases describing some condition, compo-

nent part, or play incident to the game; as, age, book, bumblepuppy, coup, dummy, etc.

Temper, Control of.—Whist is a game for gentlemen (and for ladies, too, for that matter), and this fact should never be lost sight of. It is just as wrong to lose control of your temper at the whist-table at it would be at any function in society, where good breeding and refinement are supposed to be the rule. To get angry at whist never mends, but makes matters worse.

Should you unfortunately discover that constitutional infirmity robs you of the power of controlling your temper, abandon at once and forever all idea of becoming a whist-player. By this generous self-denial you will be spared the mortifying reflection which must disturb those conscious of having so repeatedly marred the pleasure and enjoyment of others.—"*Lieutenant-Colonel B.*" [*L. O.*].

Ten.—See, "Ten-Spot."

Tenace.—The best and third-best card held by a player in a suit. The first and third-best cards are tenace major; the second and fourth best, tenace minor; the first, third, and fifth best constitute a tenace double. Tenace also means the position in which the cards are held as above. Tenace is an important element of command in whist strategy, and much used in the short-suit game, or the play of the weak hand. The player possessing tenace strength has the cards in a position to gain the most tricks if his suit is led up to. Therefore, many experts will not lead away from such suit, even though obliged to open a short suit.

The word tenace is generally supposed to be derived from the Latin *tenax*, tenacious, holding fast, the idea being to hold back certain cards instead of leading them. Val. W. Starnes, in his book on "Short-Suit Whist," is inclined to doubt the correctness of this derivation, and to place some confidence in the ingenious definition suggested by the young lady who asked him wherein lay the special advantage of holding an ace and a ten. "It might well be," he argues, "that the term actually originated from 'ten' and 'ace,' for these two cards constitute an excellent tenace when any two of the three remaining honors fall on the first trick. The ten and ace may have been the first representatives of the tenace species noticed by whist naturalists; or, perhaps, the word may have been coined to indicate the double tenace, first, last, all-embracing, ten-queen-ace."

In his "Whist Strategy" (1894), on page 203, R. F. Foster gives a hand, and shows the result when played in disregard of tenace, and when played tenace. In the first instance A leads, the nine of hearts being turned in trumps:

Tricks.	A	Y	B	Z
1	♣ K	♣ 4	♣ 5	♣ A
2	4 ♢	6 ♢	5 ♢	Q ♢
3	7 ♢	9 ♢	♡ 6	10 ♢
4	♣ 8	♣ 7	♣ 10	♣ 3
5	K ♠	2 ♠	5 ♠	♣ J
6	K ♢	A ♢	♡ 7	2 ♢
7	A ♠	4 ♠	3 ♠	♡ 2
8	♣ 9	6 ♠	♡ 8	J ♢
9	♣ Q	8 ♠	Q ♠	♡ A
10	♡ 10	9 ♠	♣ 6	8 ♢
11	♡ K	♡ 4	♣ 2	♡ 9
12	♡ Q	♡ 5	7 ♠	♡ J
13	♡ 3	10 ♠	J ♠	3 ♢

Score: A-B, 9; Y-Z, 4.

"In the original play," says Foster, "Z, not having been educated in tenace, has no conception of the possibilities of his hand. In the overplay Z leaves the lead with A, who, supposing his suit to be good, ace with his partner, leads trumps. It is only the plain-suit echo on a king led that saves A at the tenth trick. The tenace play of the hand makes eighteen tricks against eight, a gain of ten." The tenace play is as follows:

Tricks.	A	Y	B	Z
1	♣ K	♣ 4	♣ 5	♣ 3
2	♡ K	♡ 4	♡ 6	♡ 2
3	♡ 3	♡ 5	♡ 7	♡ 9
4	4 ♢	6 ♢	5 ♢	Q ♢
5	♡ 10	♣ 7	♡ 8	♡ A
6	7 ♢	9 ♢	♣ 6	J ♢
7	K ♢	A ♢	♣ 10	10 ♢
8	K ♠	10 ♠	J ♠	♡ J
9	♡ Q	2 ♠	3 ♠	8 ♢
10	A ♠	4 ♠	5 ♠	♣ J
11	♣ 8	6 ♠	♣ 2	♣ A
12	♣ 9	8 ♠	7 ♠	3 ♢
13	♣ Q	9 ♠	Q ♠	2 ♢

Score: A–B, 4; Y–Z, 9.

With or without the establishment of a suit, you may pick up tricks here and there with high cards, and if you make all the high cards you have, never fretting about the small ones, you may consider yourself lucky. If you play with this end definitely in view, preserving your high cards and tenace strength, and leading cards worthless in your own hand, but of such size that they may help partner, then your method is what we generally call the supporting-card game. Foster uses the expression "tenace game," but I prefer to retain the usual, restricted meaning of the word "tenace," as applied to the best and third-best of a suit and a couple of similar combinations.—*E. C. Howell* [*S. H.*], "*Whist Openings.*"

When you hold a single or double tenace, major or minor, it is very important to avoid leading the suit, if possible, for it will be much more to your advantage to have it led by some other player, unless you have so many cards of the suit that it is unlikely to go round more than once. For example: If you lead from the single major tenace, you are sure of only one trick. If you wait for the lead from some other player you are likely to make two tricks. If the lead comes from your left-hand adversary, you are sure of two tricks, bar trumping. If you lead from a double major tenace, you are sure of but one trick. By waiting you may make three, and if the lead comes twice from your left, nothing but trumping will prevent your so doing.—*Val. W. Starnes* [*S. O.*], "*Short-Suit Whist.*"

Hoyle says: "Tenace is possessing the first and third-best cards, and being the last player;" Mathews, "When the last to play holds the best and third-best of a suit." "Last to play" and "last player" are here used only relatively to the holder of the second best; so that their definitions really mean that tenace is the holding of best and third best of any suit under such circumstances that the lead must come up to them from or through the holder of second best. The same term was also used to indicate the position wherein a player might be led up to regardless of, or in ignorance of, what cards he held. "Cavendish," Clay, *et id genus omne*, in defining, limit the meaning of tenace to the holding of cards irrespective of position. Pole adds: "The essence of the tenace, which gives the character and importance to the combination is that if the holder of the tenace, he must (bar trumping) make tricks with both cards." Ames, in his excellent treatise, uses the term indifferently to express either the holding of the cards or the holding of the position; and "Cavendish" uses it in the latter sense in his "Card-Table Talk." As a matter of scientific accuracy, it is to be regretted that separate terms cannot be assigned to these separate meanings; for instance, major fourchette for best and third best; minor fourchette for second and fourth best; vantage, the position; major tenace, the combination of major fourchette and vantage; and minor tenace, minor fourchette and vantage.—*Emery Boardman* [*L+A.*], "*Winning Whist.*"

Ten-Lead.—See, "Ten-Spot."

Ten-Spot.—The fifth highest card in the pack; one of the five

high cards in whist; also called simply, the ten.

The ten is led, in both the system of old leads and in the American leads, from one combination only —that of king, jack, ten, and one or more smaller cards. It has frequently been objected to in the past and still more in recent years. "Pembridge" pointed out its weakness in his "Whist, or Bumblepuppy?" (second lecture). In trumps Lord Bentinck, the inventor of the trump signal, led a small card from the king, jack, ten combination.

It is now proposed (and many of the very best players have already adopted the suggestion) to substitute for the ten the lead of fourth best, and to transfer the ten-lead to the queen, jack, ten combination, thereby relieving the queen-leads from a much-complained-of ambiguity in the American leads. This change seems to have grown out of a suggestion made by Charles Stuart Street, in *Whist* for January, 1893. He proposed that the ten be led, instead of the queen, from the queen, jack, ten combination, but he did not provide for any change in the ten-lead from king, jack. ten. His idea was to lead the ten from both combinations. Fisher Ames and other American authorities endorsed Mr. Street's suggestion, but N. B. Trist and "Cavendish" declared against it, as they also did subsequently against the further innovation of leading fourth best instead of ten from king, jack, ten, first brought into prominence by Milton C. Work and his team from the Hamilton Club. (See, also, "American Leads, Proposed Changes in," and "Hamilton Leads.")

In the Howell (short-suit) system the lead of the ten indicates the supporting-card game (*q. v.*). In the New York (Keiley's) system, the ten is usually led as the top of the suit, but may be an intermediate lead (*q. v.*). A long suit, headed by the ten, is opened with it.

Personally, I think there is an advantage in leading the ten, as against a small one, from king, knave, ten, etc., both in plain suits and in trumps; but I allow, if any departure from this well-established rule is to be made, that it may be attempted in the trump suit with better chance of success than in plain suits.—"*Cavendish*" [*L. A.*], *Whist, October, 1895.*

When ten is led as an original lead, from more than four in suit, and wins the trick, the second lead, in the writer's opinion, should be the original fourth best, and not the lowest of the suit. The ten winning the trick, the nature of the combination led from and the position of the high cards are proclaimed. * * * It is clearly an advantage for partner to be able to read the numerical strength of an *established* suit as early as the second round.—*C. D. P. Hamilton* [*L. A.*], "*Modern Scientific Whist.*"

Text-Book.—A book for the use of beginners and students, who wish to perfect themselves in the game; a whist lesson-book. (See, "Books on Whist.")

Thackeray on Whist.—In "The Virginians," by William Makepeace Thackeray, the hero, *Harry Warrington*, experiences much whist-play, and some of it is downright gambling. One Sunday evening *Dr. Sampson, Lord Castlewood's* chaplain, participates in a game of the more innocent sort. The evening was beautiful, "and there was talk of adjourning to a cool tankard and a game of whist in a summer-house; but the company voted to sit indoors, the ladies declaring that they thought the aspect of three honors in their hand, and some good court cards, more beautiful than the loveliest scene of nature. And so the sun went behind the elms, and still they were at their cards; and the rooks came home, cawing their

evensong, and they never stirred, except to change partners; and the chapel clock tolled hour after hour unheeded, so delightfully were they spent over the pasteboards; and the moon and stars came out, and it was nine o'clock, and the groom of the chambers announced that supper was ready."

Young *Warrington* plays day after day, and night after night, and when he goes to Tunbridge Wells he continues the game for higher stakes, with the most distinguished gamblers of the day. "*Mr. Warrington* and my *Lord Chesterfield* found themselves partners against *Mr. Morris* and the *Earl of March*," we are told. The Virginian's luck is phenomenal at first, but he finally meets with disaster, and is reduced to curious straits.

Theory.—The theory of whist is the general plan or system of the game, based upon its established principles. A player should be well grounded in the theory of the game, and add to such knowledge careful and industrious practice. Dr. Pole was the first to thoroughly describe the theory of whist, treating it from a philosophical and scientific standpoint. He says, in his "Theory of the Modern Scientific Game of Whist:" "It has been the invariable custom to lay down practical rules and directions for play, sometimes in their naked simplicity, and sometimes accompanied with more or less argument or explanation (as done to a certain extent originally by Hoyle and Mathews), but always leaving the student to extract for himself, from this mass of detail, the general principles on which these rules were based. Just as if a student of chemistry were put into a working druggist's shop, and expected to acquire all his knowledge of the science, by inference, from the operations he was taught to carry on there. In other words, no attempt has ever been made to work out or to explain the fundamental *theory of the game;* and, believing that the thorough understanding of this is the best possible preparation for using the rules aright, and for acquiring an intelligent style of play, we propose to state this theory somewhat fully, and to show how it becomes developed in the shape of practical rules." He then goes on to show that the basis of the theory lies in the relations existing between the players; that the players are intended to act, not singly, but as partners, and play the two hands combined as if they were one. He shows how, in order to carry out this idea, they enter into a system of legalized correspondence, and then he explains how the theory influences the management of trumps, plain suits, the lead, and other details of play. (See, also, "Long-Suit Game.")

Third Hand.—The player who plays the third card to a round or trick; the leader's partner. In the first or opening round of the game he is "B," or "south."

It is the duty of the third hand generally to play high, especially if his partner has led a low card. Should he in such case, however, hold the ace and queen, he ought to finesse with the queen, and play the ace out immediately if the queen wins. It is the third hand's duty to assist partner in establishing his suit, and to make as many tricks as possible by judicious finesses. He, of course, plays a low card in case his partner leads, from a high card combination, a card which should go round. When the adversaries are very strong, and lead trumps, he finesses deeply in them.

In case the third hand wins the first trick in a suit led by his partner, he should do one of four things: First of all he should lead trumps if sufficiently strong, taking into consideration his entire hand, his partner's hand, as far as disclosed, and the cards played by the adversaries. If unable to lead trumps he should return the best card of partner's suit, if held by him. However, with fair strength in trumps and suit, it is the practice of J. H. Briggs and other fine players to hold back the best card of partner's suit as a card of reentry, should they find themselves in a better position later in the hand to bring in the suit themselves. As a third matter of choice (not holding the best card in partner's suit), the third hand should open his own long suit if he has sufficient strength. If not, then the fourth alternative presents itself—he should return partner's suit. Most good players agree with Drayson, that it is not customary to at once return partner's suit unless you are weak in all other suits, and find it unadvisable to open a fresh suit.

The golden rule is an excellent maxim for the guidance of the third hand. Let him do for his partner what he would like his partner to do for him.—*R. F. Foster* [*S. O.*], "*Whist Tactics.*"

The general rule for third hand is to play the highest you have. This rule is subject, however, to the peculiar attribute of the third hand as regards finessing.—*William Pole* [*L. A+*].

You should play the highest card in your hand as third player, unless you finesse or hold a sequence, when you play the lowest card of this sequence, provided you have not a higher card than those comprising the sequence.—*A. W. Drayson* [*L+A+*], "*The Art of Practical Whist.*"

It sometimes happens that the third hand who originally opened a suit can, on its return, read that the best card of it is without a guard in the fourth hand, in which case he should play his lowest card, regardless of card played by the second hand.—*Milton C. Work* [*L. A. H.*], "*Whist of To-day.*"

Always play your highest card, except when your highest cards are in sequence (then the lowest of the sequence), on your partner's lead of a small card. This rule of third hand high has but a single exception, and that is when you hold the ace and queen. In this case the queen should be finessed.—*Milton C. Work* [*L. A. H.*], "*Whist of To-day.*"

Third hand high. The play of the high card is (1) to take the trick; or (2) to force out an opponent's higher card. In either case it gets high cards out of the way and helps to clear and establish the suit. But this rule is too general, and particular rules are prescribed according to the cards led and held, etc.—*Fisher Ames* [*L. A.*], "*Practical Guide to Whist.*"

The third hand is, as a general rule, expected to play his best card to the suit which his partner has led, and which, in the case of an original lead, is, or in the vast majority of cases ought to be, his partner's strongest suit. By playing your best card, therefore, to your partner's lead, if you do not take the trick, you at least assist him to establish his strong suit.—*James Clay* [*L. O+*].

The general principles which should guide the play of third hand are: First, and chiefly, to help and strengthen your partner as much as possible in his own suit; secondly, to derive all possible advantage from any strengthening card he may play in your own suit; and, thirdly, to retain as long as possible such partial command as you may have in an opponent's suit.—*R. A. Proctor* [*L. O.*].

In the play of third hand, the main point to have in mind is, that the suit led is your partner's, and you are to assist in establishing it as follows: (*a*) by winning the trick if necessary, and as cheaply as possible; (*b*) by preventing fourth hand from winning too cheaply, thus forcing out the adverse high cards; (*c*) by getting rid of your high cards of that suit as soon as possible, to avoid blocking.—*C. E. Coffin* [*L. A.*], "*Gist of Whist.*"

Until within the last decade the analysis of the play of third hand was very inadequate and unsatisfactory. The books dismissed the subject almost with the single line—"generally play your highest card third hand." The new order for leads from high-card sequences, together with the fourth-best principle, revolutionized the game and rendered obsolete, to a great extent, the text-books of the day.—*C. D. P. Hamilton* [*L. A.*], "*Modern Scientific Whist.*"

While partners should play for each other, and while third hand should gener-

ally assist first player in the development of his suit and of his plan, nevertheless third-hand player is an important factor in the quartette, and may at any time assume to be an independent one. Third-hand finesse at times from an original lead, and frequently upon the after leads, will win trick or throw the lead to advantage. When the trumps are declared strong against, deep finesse by third hand may be the only plan that can save a game.—*George W. Pettes* [*L. A. P.*], "*American Whist Illustrated.*"

On the first round of a suit you should generally play your highest card third hand, in order to strengthen your partner. You presume that he leads from his strong suit, and wants to have the winning cards of it out of his way; you, therefore, do not finesse, but play your highest, remembering that you play the lowest of a sequence. With ace, queen (and, of course, ace, queen, knave, etc., in sequence), you do finesse; for, in this case, the finesse cannot be left to your partner. In trumps you may finesse ace, knave, if an honor is turned up to your right. Some players finesse knave, with king, knave, etc., but it is contrary to principle to finesse in your partner's strong suit. If your partner leads a high card originally you assume it is led from one of the combinations given in the analysis of leads, and your play third hand must be guided by a consideration of the combination led from. * * * If your partner opens a suit late in hand with a high card, your play, third hand, will depend on your judgment of the character of the lead. * * * On the second round of a suit, if you (third player) hold the best and third-best cards, and you have no indication as to the position of the intermediate card, your play should again depend on your strength in trumps. If weak in trumps, secure the trick at once; if strong in trumps, and especially if strong enough to lead a trump should the finesse succeed, it is generally well to make it.—"*Cavendish*" [*L. A.*], "*Laws and Principles of Whist.*"

Thirteenth Card.—The last card of any suit held by a player, the other twelve having been played.

The thirteenth card is very useful, especially toward the close of a hand. If held with the last trump, or trumps, it becomes as valuable as a trump. A thirteenth card should be led only for the purpose of having partner play his best trump, and so prevent it falling with your own high trump; or to throw the lead into the adversaries' hands, so that you or your partner may be led up to. When trumps are against you, do not lead a thirteenth, unless it be to force the strong hand of an opponent.

It is sometimes played because the leader considers he cannot play any other card to advantage. To play a thirteenth under these circumstances may, and most probably will, mislead your partner; and if he does not ruff very high it gives an easily acquired trick to the last player.—*A. W. Drayson* [*L+A+*], "*The Art of Practical Whist.*"

Thirteenth Trump.—The last trump held by a player, twelve having been played. It is a most important card to retain, if possible, in order to obtain the lead again when your suit is established, especially if you have no other card of re-entry.

It is a good plan when you have the thirteenth trump to pass the winning cards. The reason of this is not apparent, but in practice I know several players who do so, and in the multitude of counsellors there is wisdom. — *Westminster Papers* [*L+O.*]

If two players have an equal number of trumps, each of them having an established suit, it will be the object of both to remain with the last trump, which must bring in the suit. The tactics of each will be to win the third round of trumps; and then, if the best trump is against him, to force it out with the established suit, coming into the lead again with the last trump.—*R. F. Foster* [*S. O.*], "*Complete Hoyle.*"

Thomson, Alexander.—Author of "Whist: a Poem in Twelve Cantos; London, 1791;" was born in Scotland, on the Dee, about 1763, and educated at the University of Aberdeen, although he afterwards removed to Edinburgh. During the winter of 1793–'94 he was married, and his death occurred on November 7, 1803. He was the author of a number of other poems, and many translations from the German.

Three-Trump Echo.—A conventional play originally suggested by Dr. H. E. Greene, of Crawfordsville, Ind., in 1895, and now made as follows: When a player, third hand, is not obliged to play a high trump on partner's original trump-lead, he shows the possession of three trumps by playing his second best on the first round, and his third best on the second round.

"Cavendish" originated and published in 1874 the regular echo to the signal for trumps, in order to show the possession of four trumps or more. It is made by repeating the trump signal in trumps or plain suits; *i. e.*, by playing an unnecessarily high card, followed by a lower one. Dr. Greene extends the principle to the holding of three trumps as well, but confines his echo to the strong trump-suit led by partner. The idea occurred to him during the Christmas holidays, in 1894, as he tells in a letter, from which we quote the following: "I am able to give you the hand and the circumstances which suggested the play to me. My play at that time may not have been a good one, but it turned out well and set me to thinking." The hands were as follows, the jack of spades being turned for trumps, north being the leader:

North.	South.
♠ 9, 3, 2.	♠ A, K, Q, 7, 5, 4.
♡ 6, 5, 3.	♡ J, 4.
♣ A, Q, J, 5, 4, 3, 2.	♣ K, 6.
◇ None.	◇ 10, 4, 3.

East.	West.
♠ J, 10.	♠ 8, 6.
♡ A, K, 7, 2.	♡ Q, 10, 9, 8.
♣ 10, 8.	♣ 9, 7.
◇ K, Q, 7, 6, 2.	◇ A, J, 9, 8, 5.

"I was seated north," continues Dr. Greene, "and led the ace of clubs, then jack, and my suit was established, but I had no possible chance of re-entry, except with trumps. My partner started trumps with the queen, then ace, and I echoed with three and two. My idea in so doing was to mislead partner and make him stop leading. (He afterwards told me that he knew I could not hold four, but thought I was able to read the hands, and was showing that I held the last trump.) He stopped the trump-lead and started diamonds. I trumped and we made all the tricks. On that board we made a gain of five. During my subsequent play I frequently noticed opportunities for echoing from three with advantage, and finally formulated the system as published in *Whist*, in March, 1895."

In that issue he said: "The lead of an honor in the trump suit indicates great strength, and it is very seldom that a player has *four* trumps when his partner opens with ace, queen, or jack. It *very often* happens, however, that he does have *three*, and if partner only knew this he might be able to leave him with a trump, where otherwise he would have drawn it. To obviate this difficulty my partner and I have adopted the following rule for such cases: We echo from *three*, play the lowest one from one or two, and *hold* the lowest one from *four* until the third hand. The rule applies only to leads of ace, king, queen, or jack. On low-card leads we play the old rules."

In *Whist* for December, 1895, Dr. Greene, taking cognizance of a number of criticisms, admitted that the play, as originally suggested, was open to two objections: (1) False-carding interfered with showing four. (2) Certain situations might arise where it would be im-

possible for the leader to tell whether his partner was out or still held two trumps. He also accepted a remedy suggested by Fisher Ames, which, in his opinion, "entirely obviates the latter objection, and partially the first." Mr. Ames' remedy was this: Third hand, holding four or more, should play his second best on the first round, and should follow with his third best, and so on down. "In this way," says Dr. Greene, "the echo is made from *three* or more, and except in *very* rare instances partner can tell which on the second round. Milton C. Work, in his 'Whist of To-day,' still further widens the field of usefulness of the play by making it apply to every case where third hand does not have to play a high card on his partner's original lead. This last might result badly in case the lead was made from a weak trump-lead, but a good partner would be no more likely to err here than he would be to unblock on a forced lead. At present I play the system as follows: In all cases where third hand does not attempt to win the trick he plays the next to the highest card which he holds, and on each succeeding round follows with the next lower card. As long as he plays cards lower than the first one played by him he still has at least one trump remaining. In this way I do not think I exaggerate when I claim that the second round will show the exact numerical holding in nine cases out of ten. It will be apparent at once that this is an improvement over the old four-card echo. Of course false cards will occasionally interfere, by leaving the leader in doubt as to whether his partner has one or more remaining, but it is surprising how seldom this occurs in play, and how little harm it does when it occurs."

There are several other methods by which third hand may show the possession of three trumps on partner's lead or call: (1) If third hand refuses to echo, and show four or more, it is negatively inferred that he has three or less. (2) The sub-echo (*q. v.*) indicates still more definitely the exact possession of three. It is made by refusing to echo on partner's trump-lead, but echoing in a plain suit instead. (3) A later idea, and one favored by Miss Kate Wheelock in her "Whist Rules" (second edition, 1897), is to make the three-trump echo as follows when not trying to win the trick: Holding exactly three trumps, if partner signals for or leads them from *strength*, echo (either in trumps or plain suits) the *first* opportunity. Holding more than three trumps, refuse to echo the first opportunity, thereby denying three, but echo (sub-echo) the *next* opportunity, either in trumps or plain suits. When trying to win the trick the echo means *more* than three. This is changing the meaning of the echo as originally invented by "Cavendish," and making it show three instead of four or more, except when trying to win the trick, in which case the old meaning is adhered to. Miss Wheelock adds: "Many players, holding exactly three trumps, echo, whether trying to win the trick or not."

The idea of the play known as the three-echo was originally suggested by Dr. H. E. Greene, but in the form advocated by him found little favor. The writer has varied it somewhat, doing away with the greatest objection urged against it. * * * The idea is that as the partner of a trump leader more frequently holds two or three trumps than four, it is more important to show the exact number than merely whether the suit is long or short. With this end in view it is proposed in every case in which the third hand does not have to play a high trump on his partner's original lead, for him to play his

second best, and on the second trick to follow with the third best.—*Milton C. Work* [*L. A. H.*], "*Whist of To-day.*"

This convention, as well as all others, is often disregarded by good players when the situation demands it. For instance, it would be manifestly unwise to echo with three trumps upon partner's weak lead of that suit; such a play would only impart information which the adversary would hasten to use to your discomfiture. Again, the retention of a high card in your hand as an entry for your established suit may be of far more importance than the mere disclosure of three trumps—in truth, it may be the one play essential to making a great score. Such departures, of course, require the nicest discrimination and judgment, as well as a superb confidence in the sagacity of your partner and his abilty to read the situation, for one of the most remote inferences, even among good whist-players, is that an unconventional play is being made by a player familiar with conventions, for the purpose of making a great score.—*Beverley W. Smith* [*L. A.*], *Baltimore News*, *1897*.

In March *Whist*, 1895, Mr. H. E. Greene suggested an improvement in trump echoing. To an honor led it was proposed to "echo from *three*, play the highest from one or two, and *hold* the lowest from *four* until the third round." Mr. Fisher Ames at once suggested, as a probable improvement on Mr. Greene's method, that the partner of the trump leader—holding three or more trumps—might play his second best trump to the first round, and his third best to the second round. Work, in his "Whist of To-day," extends the scope of this echo to cover all cases when third hand does not have to try to win the first round. The proposed innovations, like most new plays that are from time to time suggested, work both ways—for harm and for good. Often they seem to be trick-winners—in theory—but prove to be trick-losers in practice. This idea, however, seems to have sufficient merit to justify whist-players in closely examining it, and giving it a practical test.—*C. D. P. Hamilton* [*L. A.*], "*Modern Scientific Whist.*"

Having found it a good thing to show four trumps to partner, the question was raised, why not show three also? And forthwith the sub-echo was invented. In order to accomplish the sub-echo, however, it was necessary to do away with the command signal, or the show of weakness. * * * Then another theorist came to the front with a plan to show three trumps, and at the same time keep the command signal intact. This plan consisted in showing four when you only had three, provided your partner showed five or more by his original lead. When your partner has five trumps, it is unlikely that you will hold four anyway, and if you echo, you show him you have at least three. * * * The latest three-echo consists in partner playing his second lowest trump on first trick, and third lowest on second trick, in every case in which he is not compelled to play a high trump on the original lead. That is to say, you play the same card on first trick whether you have three or four, and you go up on second round if you have only three, and down if you have four. The absence of the small card in the case of three locates it in your hand—*John T. Mitchell* [*L. A.*], "*Duplicate Whist and Modern Leads*," *1897*.

Three-Spot.—The lowest card in whist but one. It is led only as a fourth best in the American leads, and as a penultimate or antepenultimate (or fourth best) in the old leads.

In the Howell (short-suit) system it indicates the long-suit game, with a probable good suit and trump strength. It commands partner to lead trumps if he gets in early. In the New York (Keiley) short-suit system it is one of the cards led from the bottom of long and moderately well supported suits.

Throwing Cards Down.—Should a player be fortunate enough to deal himself thirteen trumps (a rather remote possibility), he would perhaps be justified in laying his cards on the table, and claiming all the tricks without going through the formality of playing the hand. But the ordinary hand at whist should be played out to the end, to save the possibility of a misunderstanding or dispute. The laws of whist require the complete play of the hand, except in cases where all four players throw down their cards. (See, sections 58 and 59, English code; sections 20 and 27, American code.)

Do not throw your cards down, thinking you have won the game; it does not save time, and may result in your having

the cards called to your detriment.—*W. M. Deane* [*L. A+*].

Throwing the Lead.—Playing a card that will compel some other player to take the trick and the lead. It is a very important piece of whist strategy, and especially effective toward the end of the hand.

Suppose you have a very bad hand; no court cards, no long suit, only two or three trumps. It is unlikely that you will ever take a trick or have a lead, but if you do you should try to keep the lead on your *right*, in order that the suits may be led up to your partner; your only hope being that he is strong, and may make some tenaces if led up to, which he could not do if led through.—*R. F. Foster* [*S. O.*].

There is nothing more ingenious in whist than the act of properly throwing the lead. It is in this respect that the player of finesse makes his especial gain. The "moderate player" only sees the trick that could have been surely won, but he does *not* see the *two* tricks afterward made, one of which could not have been obtained if the lead had not been thrown.—*G. W. Pettes* [*L. A. P.*], "*American Whist Illustrated.*"

With a wretchedly weak hand, having by any chance obtained the lead, and having no information concerning your partner's strong suit, if the previous play of the adversaries and an inspection of your own hand cannot guide you to it with any satisfactory degree of probability, it would be well to lead from a suit of which you know your right-hand opponent to hold the best, in order that he may be obliged to open a suit in which your partner may be strong, and will have the advantage of position. Desiring the advantage of tenace yourself, it may sometimes be expedient, toward the close of the hand, to drop a trick to your left-hand adversary if he must, or probably will, lead your suit. Whenever, at the end of the hand, you hold the best and third-best trump, or second best guarded over the player at your right, he having the lead, be sure to get rid of the control of his plain suit before the eleventh trick. The play will be similar to unblocking, but in an adversary's suit.—*Emery Boardman* [*L+A.*], "*Winning Whist.*"

Tierce.—A sequence of three cards. (See, "Sequence.")

Tie.—In whist matches, a tie occurs when two or more players, pairs, or teams make exactly the same score. Ties are usually played off by those who were tied, unless some other fair method of deciding who is the final winner suggests itself.

"Tiresias."—In his romance of "The Infernal Marriage" (originally published in the *New Monthly Magazine*, in 1834), Disraeli devotes an interesting chapter to whist. It is entitled, "Tiresias at His Rubber." Of the sage we are told: "*Tiresias* loved a rubber. It was true that he was blind, but then, being a prophet, that did not signify. *Tiresias*, I say, loved a rubber, and was a first-class player, though perhaps given a little too much to *finesse*."

Top-of-Nothing Lead.—In short-suit play the lead "from the top of nothing" is the lead of a top card from a short suit, when the hand is worthless for any other purpose than ruffing or leading supporting cards to partner. In the Howell system the eight, seven, and six-spots are always led from the "top of nothing," and nearly always from not more than two in suit; queen, jack, ten, and nine are also led from "top of nothing," but do not absolutely deny the possession of better cards in the suit opened, as is the case with the three lower cards.

In the New York (Keiley) system the jack is always led from the top of the short suit; the ten, while usually led from the top, may also be an intermediate lead; the nine is only led as the top of nothing; the rest of the small cards are led either as the top of short, weak suits, or the bottom of long and moderately well-supported suits.

Tormey, P. J.—A leading worker in the cause of good whist, and a

clear and forcible writer on the game, as well as the originator of a number of important whist improvements. Mr. Tormey was born at Plattsburgh, N. Y., in 1847, and received his education in the common schools and an academy. At an early age he learned the drug business in his native town, and some time thereafter departed for New York, where he became connected with the well-known firm of Lazell, Marsh & Gardner, wholesale druggists. From there he went to Boston, in 1872, accepting a position with a large importing house. After fourteen years of continuous service with this house, he decided to embark in business for himself. He went to California in 1886, and is now one of the leading wholesale merchants in druggists' sundries, in San Francisco. He is also one of the proprietors of the Owl Drug Company, which has stores in San Francisco, Los Angeles, and Oakland.

We recently asked Mr. Tormey when he first became interested in whist, and his answer is so characteristic that we cannot forbear giving it entire. "This question," he says, "is one I am unable to answer. I think it was a birth-mark with me. Up to about fifteen years ago I knew more about whist than Trist, Hamilton, our 'whist queen,' Miss Wheelock, or even Pole, Drayson, or 'Cavendish.' About that time I had my eye-teeth cut. It happened in this way: I was crossing from the continent, coming from the East, and somewhere in what is now the State of Wyoming, I was asked by a fellow-traveler if I played whist, and if I would be one to make up a table. I replied, 'Certainly; glad to.' From boyhood up I had played whist, and in my estimation I was at the top notch, and what I didn't know about the game wasn't worth knowing. We started in to play, and it didn't take a great while for me to learn that my newly-found whist-partner knew nothing of the game. I could not resist the temptation of blowing him up at the end of every deal. He took it good-naturedly, and once or twice he even smiled when I was 'going' for him.

"After it was all over we went to the smoking-room, lit our cigars and entered into conversation about the game we had just finished. The gentleman said to me: 'Mr. Tormey, you seem to like whist; why don't you study it a little?' 'Study! Study whist!!' I remarked. 'Yes,' he answered, as cool as an iceberg, 'I think if you studied the game a little, and practiced a good deal, you would make a fair player.' I must say I was wrathful—I was too hot to answer him. Fortunately, just at that moment the conductor passed through the car, calling out, 'Cheyenne, twenty-five minutes for supper.' I pocketed the affront, and the balance of our trip we were strangers.

"The next winter I was in Boston, and was invited to the Boston Whist Club, and introduced as a whist-player from the far West. We were soon in the midst of the game. A play which I made, and which I knew was right, was looked upon, in my opinion, with suspicion by one of my adversaries. I thought I would teach the man a lesson, and after the deal had been played, I asked my partner (who, I afterward learned, was one of the best players in Boston) what I should have played on the trick in question. I knew, of course, he would name the card I did play; but he didn't, much to my chagrin and annoyance. Not long after this incident, I excused myself from playing any longer, claiming I had

a headache, and I watched the game for the balance of the evening.

"The next day I went to the gentleman's office, and brought up the question of the night before. I asked him how I could tell what card to play and know I was right as well as he could. His answer was very simple. He said: 'Easily enough, if you will study a little.' For a moment I was back in the smoking-room of that car; but my intimate acquaintance with the gentleman was of such a nature that I knew he intended it as an honest answer to my possibly silly question.

"He advised me to buy a whist-book. I was astonished to know such a thing existed. I asked him to give me the name of *it*. He said: 'Get any one; *they* are all good.' I was more surprised to learn that there were several books written on the game.

"I obtained permission to send one of his office boys out, and gave him instructions to 'get me some whist-books; all they had.' The young man hesitated a little, and I assured him I wanted one of each kind to be found in the store. Hesitating again, my friend told him to go and get Mr. Tormey just what he asked for.

"In half an hour he returned, carrying a bundle just about as large as he could lift, and, after wiping the perspiration from his forehead, he took out of his pocket a bill and handed it to me, amounting to sixty-five dollars.

"Californians, as a rule, don't squeal. I took my medicine good-naturedly, paid the bill, after recovering my breath, and asked to have the books shipped to me by ocean freight, with some goods I had coming around the Horn.

"I think it took me two years to sneak that lot of books into my home and library without exciting my wife's suspicions; but it was money well spent. After reading one or two of the books, it did not take me long to fully realize that I did not know the first letter of the whist alphabet. What a revelation it was to me! And, after wading through the whole storehouse of whist literature, I came to the wise conclusion that I had been all these years on what I have always since called 'Fool Hill,' and from that day to this I never claimed that I was more than a mere whist student.

"If any of the rough edges in whist have been polished off, I am chiefly indebted to Nicholas Browse Trist, for years a close friend, and one of the noblest gentlemen that ever walked the earth; and also to our little 'whist queen,' Miss Kate Wheelock."

Due allowance, we know, will be made for the humorous self-depreciation which Mr. Tormey indulges in, in the above reminiscence. Certain it is, that whatever the value of the lesson he learned fifteen years ago (and it was one that would do many others good, too), to-day he ranks as one of the whist leaders. He is one of the founders of the San Francisco Whist Club, a large and efficient organization, and has taken an active interest in the American Whist League almost from its inception, being elected one of its directors in 1893. The widespread interest in League matters taken on the Pacific coast is largely due to his individual efforts, and he has helped to organize and build up clubs and auxiliary associations in several places, among these being the Pacific Whist Association, of which he was elected president. He was the first to recognize and urge the importance

of encouraging the formation of auxiliary associations (*q. v.*) under League auspices. Of his unselfish labors in behalf of the League, at its annual gatherings, much might be said. Eugene S. Elliott, in *Whist* for August, 1897, has the following to say concerning his noble action at the seventh annual congress: "P. J. Tormey, of San Francisco, upon whose broad shoulders the work of the tournament committee has heretofore largely rested, anticipated a respite from work upon this occasion, and, indeed, had been promised that no more would be asked of him than to fill in, when necessary, a broken set; but his experience and efficiency were not to be thus ignored, so that before the fight began he was found in his accustomed place at the head of the tournament committee. Thus he exemplified whist patriotism of the most gilt-edged grade. Just think of it! A man who would rather play whist than eat his dinner comes thousands of miles to attend a convention of whist-players, and then devotes himself so assiduously to the task of making others comfortable that after an entire week of what should have been an outing, he finds himself at the close without having played a single game, and too tired to propose one. If there is any other man in the League who can make truthful claim to equal self-sacrifice, his name does not occur to me."

For a number of years Mr. Tormey has contributed articles on the game to *Whist*, and also to some of the leading journals of the Pacific coast. At present he is editor of the excellent whist department in the San Francisco *Call*. He contributes about two and a half columns of matter each week, and it is all a labor of love, for he says: "I have never received a cent for any whist work in my life, and am at liberty to say just what I please in my whist department."

As a close student of the game, Mr. Tormey has from time to time made suggestions and improvements whose value has been recognized by the whist world. In 1893 he formulated what is known as the "fourteen rule" (*q. v.*), as an elaboration of Foster's eleven rule. In January, 1895, he announced the rotary discard (*q. v.*), which is still the subject of much controversy, being strongly condemned by "Cavendish," Foster, and others, but upheld and practiced by some of the very best players in this country.

His improved system of scoring and announcing match-play, adopted by the American Whist League in 1897, earned for him the gratitude of all whist-players taking part. It was something that was sorely needed, in order that the result of the various contests might be made known at once. A full description will be found in the article on "Scoring."

The importance of whist as a scientific study and an art is deeply appreciated by Mr. Tormey, as was shown by an able paper, read before the fourth congress of the League, in which he advocated the study of whist in universities, as something fully as important as the study of dead languages. (See, "Whist in Colleges and Universities.")

While Mr. Tormey is essentially an advocate of the long-suit game and American leads, as exemplified by "Cavendish" and Trist, he is liberally disposed toward all sound play which is conducive to trick-taking. He says: "I don't believe in classifying whist-players as long and short-suiters. When I am the original leader of a deal I find it

necessary sometimes to open a singleton, or from a suit containing two, three, four, five, six, seven, or more cards, always with the express purpose of taking every trick I possibly can, trying the best I know how to combine my hand with my partner's, and playing twenty-six cards against twenty-six." He is among those who advocate the change in the lead of the ten in the system of American leads. (See, "American Leads, Proposed Changes in.") His ideas were set forth in a pamphlet entitled, "Whist Dont's," which he published for free distribution in 1896, and which included also liberal suggestions for forced, or "short-suit," leads as adjuncts to the long-suit game. (See, "Short-Suit Leads, Tormey's.")

Mr. Tormey has traveled a good deal, and is reported to have had many amusing experiences in the whist clubs of Vienna, Berlin, and Paris. * * * Although he only claims to be a student of the game, he is nevertheless recognized as an expert.—*Whist* [*L. A.*], *November, 1893.*

P. J. Tormey, whose ingenious and fertile brain seems to be always evolving some useful contrivance for the greater convenience of whist-players, has just brought out a new form of trump-card, for use in connection with the Paine whist-trays. They are stiff and well-printed. The pips are large, clear, and printed in two colors, and we think the cards are, in every way, admirable.—*Whist* [*L. A.*], *October, 1897.*

Tournament.—A whist tournament is a meeting of players for the purpose of competing with one another for championships, or prizes, or both. It may consist of one or more matches between individuals, pairs, teams of four, or clubs. While a match and tournament are sometimes spoken of synonymously, the latter is the broader term. Also sometimes called a tourney.

The most important whist tournament is that connected with the annual congress of the American Whist League, in which matches of all kinds are played, including those for the Hamilton Trophy, the Challenge Trophy, the Brooklyn Trophy, the Minneapolis Trophy, etc. All match play is in charge of a tournament committee, which receives the entries, prescribes the proper rules, oversees the contests, and declares the winners.

Tournée.—At English dummy, three rubbers are usually played, in order that each player may have dummy for a partner once, and the three rubbers are called a tournée.

Tourney.—See, "Tournament."

Tray.—In duplicate whist, the apparatus used for holding the hands in such a manner that they are kept separate and ready for the duplicate or overplay. The trays are sometimes also spoken of as boards. The first tray was the joint invention of Cassius M. Paine and J. L. Sebring, and Mr. Paine has since perfected several notable improvements in the apparatus.

Until the invention of the Kalamazoo tray, the playing of duplicate whist was considered a more or less tedious affair, especially when it was deemed advisable to preserve a record of the play, and, in fact, it is questionable if duplicate whist would have become the popular game it is to-day but for that invention.—*John T. Mitchell* [*L. A.*], "*Duplicate Whist.*"

In Milwaukee they did not like the movement of the players [at early duplicate whist], and they carried the cards from one table to the other on little trays, often spilling them in transit. The frequent recurrence of this accident suggested some appliance being attached to the tray to keep the cards of each player separate, and thus the placing of rubber bands on the trays was first suggested, and, being afterwards patented and manufactured by a firm in Kalamazoo, Michigan, got to be known as the Kalamazoo method.—*R. F. Foster* [*S. O.*], "*Duplicate Whist and Whist Strategy,*" *1894.*

Treble.—In English whist, the winners make a treble (and score

Teachers of Whist.

Elwood T. Baker. Charles R. Kelley.

William S. Fenollosa

Geo. E. Duggan. F. G. Otis.

[illegible] sometimes to open a [illegible] from [illegible] containing [illegible], four, five, six, seven or [illegible] cards, always with the express purpose of taking every trick I possibly can, trying the best I know how to combine my hand with my partners, and playing twenty-six cards against twenty-six." He is among those who advocate the change in the lead of the ten in the system of American leads. (See, "American Leads, Proposed Changes in.") His ideas were set forth in a pamphlet entitled, "Whist Dont's," which he published for free distribution in 18[illegible], and which included also liberal suggestions for forced, or "short-suit," leads as adjuncts [illegible] game. (See, "Short-suit Leads, Tormey's.")

Mr. Tormey has traveled a good deal, and [illegible] many amusing experiences in the whist clubs of Vienna, Berlin and Paris. * * * Although he only claims [illegible] the game, he is nevertheless [illegible] as an expert.—*Whist* [L. A.], *November* [illegible].

[illegible] Geo. E. Duggan. [illegible] and [illegible] [illegible] has just brought out a [illegible] of trump-card for use in [illegible] with the Paine whist trays. They are stiff and well-[illegible]. The pips are large, clear, and [illegible] colors, and we think the [illegible] admirable.—[illegible].

Tournament.—A whist tournament is a [illegible] the purpose of competing with one another for championships, or prizes, or both. It may consist of one or more matches between individuals, pairs, teams of four, or clubs. While a match and tournament are sometimes spoken of synonymously, the latter is the broader term. Also sometimes called a tourney.

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Treble.—[illegible] whist the [illegible] (and score

Teachers of Whist.

Elwood T. Baker. Charles R. Keiley. William S. Fenollosa. Geo. E. Duggan. F. E. Otis.

three rubber points) if they win the game before their adversaries score anything.

The winners gain a treble, or game of three points, when their adversaries have not scored.—*Laws of Whist* (*English Code*), *Section 8.*

Trey.—A card containing three spots or pips. (See, "Three-Spot.")

Trick.—The four cards played consecutively in any round, taken and turned; one card led and three cards played to it by second, third, and fourth hands. Each trick taken above six counts one point towards game, on the score. In the American game, the side first scoring seven points in this manner wins the game. In the English game, five points are necessary to win a game, and two consecutive games, or two out of three, to win the rubber. In the English game players are allowed to look at the last trick turned and quitted, but not so in the American game. (See, "Quitted;" also, "Taking in the Tricks.")

Tricks are made by master cards, such as aces and kings; by taking advantage of position or finessing; by trumping, and by establishing and bringing in a long suit, thereby giving to low cards a trick-taking power they do not naturally possess. Gains are also made sometimes by refusing to win certain tricks, although such play is dangerous, except in the hands of experts.

In straight whist the cards of each round or trick are played promiscuously toward the centre of the table, gathered into a packet by the winning side, and laid away face downward, each packet being placed in a position overlapping the preceding one, in order to facilitate the count. In duplicate whist the cards are all kept separated, each card during the play being placed directly in front of the player playing it. Upon the completion of the trick each player turns his card face downward; and the best way to keep an accurate and easily-proved count of the tricks is to place the card of each winning trick in a perpendicular position, and the card of each losing trick in a horizontal position. A. G. Safford, in *Whist* for December, 1893, first called attention to the fact that this mode of playing the cards and placing the tricks is also well adapted to straight whist.

Never try to make two tricks when one will suffice.—*Sir William Cusack-Smith* [*L. O.*].

The highest order of play does not always make the most tricks.—*C. D. P. Hamilton* [*L. A.*].

The primary object of the whist-player is to obtain the highest results, in tricks, that his hand warrants.—*T. E. Otis* [*L. A.*], *Whist, January, 1896.*

Another instance of what so frequently occurs at whist—that a player endeavors to make more tricks than are necessary to win the game.—*R. A. Proctor* [*L. O.*].

Avoid such unwarrantable mistakes as making up the tricks in such a slovenly manner that neither yourself nor your partner can observe how the hand stands. —*W. M. Deane* [*L. A+*].

Place the tricks taken overlapping each other, so that you and your partner can tell at a glance just how many you have. The play may depend upon this in critical junctures. It is a convenient arrangement for one partner to take in the tricks and the other to keep the score.—*Fisher Ames* [*L. A.*], "*Practical Guide to Whist.*"

It is not brilliant play that wins tricks so much as it is bad tactics that loses them. After the first half of the finals for the championship in 1894, I asked Mr. H. Trumbull, captain of the winning team, what he thought of his chances. "I think they will drop more tricks than we shall," he replied.—*R. F. Foster* [*S. O.*], "*Whist Tactics.*"

The most astonishing feature of whist is the immense variety that may arise out of a very simple elementary structure. It is really one of the simplest card games known, consisting merely in "making

tricks," according to certain conditions which a child may learn in a few minutes. And yet how to do this in the most advantageous way is a problem that has occupied the most powerful minds for centuries.—*William Pole* [*L. A*+], "*Evolution of Whist.*"

Trick-Losing Leads. — Every new lead or variation in whist is subjected to a crucial test by experts, and that test is whether it is a trick-loser or winner. As a natural consequence there is generally a diversity of opinion, although in the long run the majority usually settles the question one way or another. Many leads that were considered by their advocates as positive trick-winners have been subsequently abandoned. Such was the well-known Pettes lead of the nine from king, jack, nine, which found favor for a time. As it necessitated the lead of the ace from ace, queen, ten, nine, and ace, jack, ten, nine (distinctly trick-losing plays), and as it gave too much information to the adversaries, it was, in the opinion of Milton C. Work and other distinguished authorities, "the most unsound lead that had ever attained any considerable notoriety."

Other trick-losing leads are: The lead from ace and king without any small cards, which conflicts with American leads, and frequently enables the adversaries to establish their suit; the lead of the king or ace from ace, king, jack, and then jumping the suit for the finesse, a play which Mr. Work considers unsound, unless in trumps under favorable circumstances; finally, the lead of a face-card of a long plain suit, and then a singleton, in the hope of obtaining a ruff—a foxy proceeding which may produce a gain, but which is apt to sacrifice a face-card in partner's hand, and give the adversaries important information, which they can use with great effect.

Trick-Taking Value of Cards.— The first writer on whist to make a systematic inquiry into the comparative trick-taking value of the various cards was R. F. Foster, and his views are given at length in the Rochester (N. Y.) *Post-Express*, beginning with the issue for October 31, 1896. Mr. Foster argues that "the object in whist-play is to take tricks, and these tricks are taken with the cards; therefore, these cards must have a certain trick-taking value, and as some cards will win other cards there must be a great difference in their value, some being absolutely certain to win tricks, such as the ace of trumps; while others are almost worthless, such as the small cards in plain suits. Between these two extremes there is a graduated scale of values which every whist-player should know, in order that he may be able to judge of the strength or weakness of his hand."

After considering the trick-taking value of each card in plain suits and in trumps, he also considers the trick-taking value of certain cards in combination with other cards. He says: "In every deal the whole fifty-two cards are distributed among the players, but only one-fourth of these cards can take tricks, because there are only thirteen tricks to be taken. It has been found, by careful examination of many hundreds of hands, that an average of six and one-quarter tricks in every deal fall to the trumps. Of these at least four must do so as a matter of course, because at least one player must hold four trumps every deal. This leaves nine tricks to be won with the remaining or scattering trumps and the plain suits, which is an average of two and one-quarter tricks to each suit."

"Triple-Dummy."—Whist, or alleged whist, as played by persons who surreptitiously obtain information concerning the other hands at a table. So called because a player of this kind is humorously supposed to have before him three dummy hands.

Then there is the player whose eyes are all around the table, who is humorously said to play triple-dummy, and who makes wonderful and successful finesses. I have known two triple-dummy players to cut as partners against an unsuspecting youth and an "old soldier." The triple-dummy players had had a lengthy inspection of the youth's hand, when the "old soldier" rather astonished them by saying, "Partner, you had better show me your hand, as both the adversaries have seen it."—"*Cavendish*" [*L. A.*], "*Card-Table Talk.*"

Trist, Nicholas Browse.—One of the foremost names in recent whist history is that of Nicholas Browse Trist, inventor (with "Cavendish") of the system of American leads. Although he has published no book on the game, and his writings have been confined to the magazines and other periodicals of the day, his name is a familiar one wherever whist is played.

Mr. Trist was born in Louisiana, March 30, 1835. His grandfather (the only son of an English officer who came to America with his regiment before the Revolutionary war and married a Philadelphia girl) was appointed the first collector of the port of New Orleans by President Jefferson. His eldest son (Mr. Trist's father's only brother) married Jefferson's granddaughter, and negotiated the treaty of Guadaloupe-Hidalgo at the close of the Mexican war. Mr. Trist himself received his education in this country and in Germany. He studied law, and was admitted to the bar in 1859, but soon afterwards became a sugar-planter on the Atchafulaya river, in his native State. After the war of secession (during which he served in the ordnance department, C. S. A., with the rank of captain of artillery) he resumed the practice of law, in which he is still engaged.

He began the study of whist about the year 1867, with some friends whom he interested in the game, and who turned out some fine players, among them L. A. Bringier (a maternal uncle), N. P. Trist (his brother), W. J. Hare, and J. M. Kennedy, all natives of Louisiana. "Cavendish," Clay, and Pole were their guides and favorite authorities. In 1881 Mr. Trist sent to "Cavendish" a whist position from actual play, which was duly published in the *Field*, and this led to an acquaintance that was destined to have an important influence on the game.

While the system of American leads, with which Mr. Trist's name is inseparably connected, had its inception in numerous improvements and conventions all tending to establish a better code of communication between partners and the playing of both hands as one, to him belongs the chief credit of rounding out the whole structure by a series of master-strokes of whist philosophy. He it was who put the cap-sheaf upon what is familiarly known as the modern signaling game. Intimately associated with him in his labors, advising, weighing, discussing, suggesting, was "Cavendish," and it is a curious fact that upon several important occasions the very same ideas occurred to both, and a still more curious fact that each thereupon contended that the other was entitled to the first credit.

"Cavendish" had been many years in the field prior to this, and had made a number of suggestions tending unconsciously in the direc-

tion of American leads. Among these were his protective discard from strength, his echo to the trump signal, his penultimate lead, and his changes in the leads from several high-card combinations for unblocking purposes. Another forerunner of American leads belonging to this period was Drayson's antepenultimate lead; but, as "Cavendish" himself puts it, in his article on whist in the "Encyclopædia Britannica," "it yet remained for some one to propound a constant method of treating all leads, and to classify the isolated rules so as to render it possible to lay down general principles. This was accomplished in 1883–'84, by Nicholas Browse Trist, of New Orleans, U. S. A.; and hence the method of leading reduced to form by him is known as the American leads."

One of the general principles which Mr. Trist developed was that of invariably and accurately showing number as well as character in suit, by means of variations in the leads of high indifferent cards. As early as the time of Hoyle it was customary to show more than four in suit in the leader's hand by means of cards led in a certain manner from high-card combinations. "Cavendish" added several more such leads by means of his improvements in unblocking. Mr. Trist added still another combination to the list, in July, 1883, that of king, jack, ten, stating that in suits headed by these cards it was his custom to lead the ten, and, the queen being forced out, to follow with the king in order to show five or more in suit. "Up to this time," says "Cavendish," "it does not seem to have occurred to any one that information of number might be conveyed to partner by selecting one rather than the other of these two indifferent cards. When queen is out, king and knave become indifferent so far as trick-making is concerned." (*Scribner's Magazine*, November, 1896.) Then, after nearly another year of thought upon the subject, Mr. Trist wrote an article for the *Field* in which he showed that the idea was susceptible of being carried still farther. He thereupon formulated the now generally accepted rule covering the whole subject, and which was subsequently made to read as follows: "When you remain with two high indifferent cards, lead the higher if you opened a suit of four; the lower if you opened a suit of more than four." "Cavendish," in his account of the origin of American leads (on page 20 of this volume), fell into an error in regard to the above, which Mr. Trist, at our request, corrects as follows: "The use of high indifferent cards to show number was not suggested by 'Cavendish,' and no letter of his on the subject crossed mine. When he wrote his article his memory did not serve him. He knew that he had, independently of me, suggested one of the maxims of American leads, but gave the wrong one. It was in regard to the fourth best that our letters crossed each other. 'Cavendish,' however, elaborated the high indifferent card system, and afterwards simplified the leads which we had originally extended to the third round."

Perhaps the most distinctive and characteristic feature of American leads is the fourth-best principle, which was embodied in their first maxim, as follows: "When you open a strong suit with a low card, lead the fourth best." In arriving at this admirable generalization, we are assured by "Cavendish," that Mr. Trist was undoubtedly ahead; but the latter, as quoted above, and

also in another letter which lies before us as we write, declares: "'Cavendish' suggested the fourth-best lead independently of me, our letters on the subject crossing each other. Therefore, he is entitled to full credit for introducing the lead." With all the desire in the world to give each his just due and to detract from the efforts of neither, we believe that the fourth best fairly belongs to Mr. Trist, on the testimony of "Cavendish." Priority always establishes the right to an invention or discovery. While in this case each independently arrived at about the same conclusions, it is asserted on the one hand, and not denied on the other, that Mr. Trist was first in point of time, even though his letter crossed that of his able co-worker.

The principle of the fourth best (*q. v.*), like the principle of varying the leads from high indifferent cards, was a thing of gradual development, or evolution, as Dr. Pole would say. Its first distinct and generally accepted manifestations consisted of "Cavendish's" penultimate lead from five, and Drayson's antepenultimate lead from six. But while these were counted from the bottom of the suit, Mr. Trist's rule simplified matters by counting from the top and covering leads from all suits of four or more. He treated every long suit opened with a low card as if it contained four cards only, and invariably showed by the lead of the fourth best three cards higher than the one led. So admirable has this generalization been found that it is to-day used even by the advocates of the old leads who reject the rest of the American leads and kindred conventions with scorn. Further than this, it is adopted in the lead of trumps even by the most radical short-suiters.

The third maxim of American leads was formulated after consultation and due discussion between Trist and "Cavendish," as follows: "When you open a strong suit with a high card, and next lead a low card, lead the original fourth best." Mr. Trist adheres to this to-day, as do the majority of players, but "Cavendish" subsequently declared in favor of leading the fourth best of those remaining in hand, and this is the only point of any importance upon which the two are unable to agree.

Mr. Trist also invented and introduced the sub-echo (*q. v.*) into the game, at New Orleans, in 1884. It was a natural sequel to the echo, and still holds its own to-day, although other modes of showing three trumps have since found favor as well. As already intimated, his contributions to whist literature have been confined to his articles in *Harper's Magazine*, the London *Field*, the *Spirit of the South*, the Chicago *Inter-Ocean*, *Whist*, and a paper on "American Whist Developments" in *Harper's Weekly* for July 4, 1896. In one of his articles in the *Inter-Ocean*, he made a suggestion which has had an important bearing on whist-play ever since, and that was to use not only the ace and king, as then practiced, but all equal high cards at top of suit, to echo on partner's lead of trumps. He swept away the then existing objection of the high card —when the trick is taken by the adversary—denying the next lowest, by simply extending the inference in the trump suit, that partner might hold the next lowest as well as the next highest, when playing third hand to your lead of trumps.

Mr. Trist took an active part in the work of the American Whist League from its inception. Al-

though unable to attend the first congress, at Milwaukee, in 1891, he communicated his views in a letter which had great weight in shaping the policy of the organization. He was for several years one of the directors of the League, and was a member of the committee which revised the whist laws at the third congress, in which line of work his fine legal talent found ample scope. The League, in recognition of his services in the cause of modern scientific whist, elected him an honorary member, April 17, 1891. (See, also, "American Leads," and "Fourth Best.")

In reply to a request for his opinion on the changes in the American leads, which have been adopted by many first-class players (see, "American Leads, Proposed Changes in," and "Hamilton Leads"), Mr. Trist said, on October 2, 1897: "I am still of the opinion that the ten-lead from king, jack, ten, is a much better one than the fourth best, excepting from four trumps, when the lead of the small card is generally preferable; therefore I adhere to the old queen-leads, which do not bother me a bit on account of their dual signification. I also prefer the present lead of jack from ace, king, queen, jack, five or more, to the queen as proposed, because it possesses the considerable advantage of keeping the adversaries in the dark as to the position of the ace, if jack takes the trick—presuming, of course, that if either of them held the ace he would have taken the trick—whilst if jack denies the ace it must be in third hand, a fact which it is better the opponents should not know."

Mr. Trist is a whist-player of fine skill and reputation, and was among the first in this country to introduce duplicate whist at his club as a means of determining the personal skill of players. (See, "Duplicate Whist, History of.") The incident occurred in the New Orleans Chess, Checker, and Whist Club, in 1882. The defeated players in the annual tournament having complained of their bad luck in holding poor cards, Mr. Trist and three others of the victorious side issued a challenge for a match, in which the luck of cards should be entirely eliminated, and this proposal being accepted, they again proved their superiority.

C. S. Boutcher, in his "Whist Sketches," states that Mr. Trist played whist frequently with the celebrated chess champions, Steinitz and Zuckertort, who have at different times visited New Orleans under engagements with the Chess and Whist Club, and who finished, under the auspices of the club, their great match for the chess championship of the world. They were both devoted to whist, and it was amusing to see with what eagerness they would hasten to the card-room for a rubber, whenever their chess engagements permitted them to do so. They appeared not to be well-grounded in the rules of play, but soon showed considerable improvement in that respect after practicing with the best players of the club, and, as they had retentive memories, they played fairly well by the time of their departure. Steinitz at one time gave an exhibition of his blindfold play. He varied the usual performance by playing a hand at whist, at intervals of about ten minutes, to show that he could turn his attention to other matters without losing the thread of the various combinations of the seven games which he was carrying on simultaneously. Mr. Trist was his partner in this novel exhibition, and testifies to the effect that Steinitz's play of the cards

was very accurate, considering the fact that he was carrying in some recess of his mind the pictures of seven chess-boards with the men, grouped or scattered thereon in an infinite variety.

As a matter of historic interest, we take pleasure in reproducing herewith a hand which Messrs. Trist and Jones ("Cavendish") played together at the sixth annual congress of the American Whist League, at Manhattan Beach. They were partners against W. H. Whitfeld and Robert H. Weems. One curious feature about the hand is "Cavendish's" lead of the king of trumps at trick seven, and this has occasioned some criticism. The five of hearts was trumps, and west (N. B. Trist) led:

Tricks.	West. *Trist.*	North. *Whitf.*	East. *"Cav."*	South. *Weems.*
1	♡ Q	♡ A	♡ 3	♡ 5
2	♣ 6	♣ K	♣ 8	♣ 3
3	♣ 2	♣ A	♣ Q	♣ 4
4	A ◇	2 ◇	8 ◇	K ◇
5	♡ 10	♡ 2	♡ 7	♡ 8
6	9 ◇	4 ◇	Q ◇	7 ◇
7	♡ 4	5 ◇	♡ K	2 ♠
8	K ♠	4 ♠	3 ♠	6 ♠
9	J ♠	5 ♠	8 ♠	A ♠
10	♡ 6	♣ 9	3 ◇	♣ 5
11	7 ♠	6 ◇	Q ♠	10 ♠
12	♡ 9	♣ J	9 ♠	♣ 7
13	♡ J	J ◇	10 ◇	♣ 10

Score: N-S, 4; E-W, 9.

"I had forgotten all about the hand," writes Mr. Trist, in reply to our inquiry, "until I saw it published in *Whist*. I remembered then that Tormey got us to play one as a reminiscence of our meeting. I do not recollect whether 'Cavendish's' lead of king of trumps at trick seven was discussed at the time. It may perhaps be accounted for in this way: When I stopped leading trumps at trick six (knowing that he held the king), he may have reasoned thus: 'Trist either has all the remaining trumps, or he has all but one, and in the latter case, he is trying to give me the opportunity to make my king on a ruff, and then extract the other trumps from the adversary. As I am not short in any suit except clubs, and he has none (or else he would have forced me in that suit), I had better extract the adversary's possible trump, rather than give him a chance to ruff the spade suit in case he had only five trumps originally.' My call in trumps on tricks two and three was intended to show five trumps, at least, as the queen-lead does not necessarily indicate that number until followed by the ten. If I had had the opportunity to follow with the ten of trumps before the club suit was opened by the adversary, I would consider my call as indicating six trumps at least."

Mr. Trist had previously played with "Cavendish" at the third congress, at Chicago. He says: "After the adjournment of the Brooklyn congress, 'Cavendish,' Tormey, Weems, and I played for several hours in search of an interesting hand, but unsuccessfully."

Trophy.—A formally designed prize, or memento, indicative of victory, which is contested for at whist by individuals, pairs, teams of four, or any larger number of players. Some trophies immediately become the property of the winners; some must be won a number of times in succession before becoming permanent property, and

some can be won and held only for a year. To the latter belong the Hamilton (championship for teams of four) and Minneapolis (championship pair) trophies of the American Whist League. Its Challenge Trophy (for teams of four) must be won twenty times before permanent possession is given. The first Challenge Trophy was thus won by the celebrated Hamilton team, and a new trophy was thereupon purchased by the League. It is contested for at each annual congress, as well as in the interim between congresses. The Brooklyn Trophy of the League is contested for, in a like manner, by teams from auxiliary associations, but cannot be won permanently.

Of the trophies of the Woman's Whist League, the Washington Trophy (championship for teams of four) and the Philadelphia Cup (championship pair) are contested for annually, and each must be won three times before permanent possession is given. The Andrews Shields (constituting the challenge trophy of the League) are held subject to challenge during the year, and must be won twelve times before they become the property of the winners.

The rules for trophy-play at the various congresses are announced in advance each year, and also published in the annual proceedings. They vary but little each year, although recommendations for radical changes in the Hamilton and Challenge trophies of the American Whist League have been frequently made and discussed.

The present arrangement of the annual tournament contest for the national (Hamilton) and American Whist League (Challenge) trophies seems to me generally conceded to be unsatisfactory. The result too often depends upon physical endurance or some fluke. It is a mistake to allow any and every team to enter, regardless of their previous record. The contests should be truly representative, and should mean much more than they do. Some time ago I suggested, and now venture to repeat the suggestion, that representative teams be selected by a series of competitive tournaments in each local association or subdivision of the League, to represent and contest for their respective associations in the national contest. A series of tournaments should be held monthly, with suitable prizes, etc., in each association, with, say, three final contests for the leading teams, the final victors to be entitled to contest in the national tournament for the national trophy. A small fee should be charged, or assessments made in such a way as to provide the whole or a portion of the expense of the team in attending the annual tournament. As it now is, many good teams from a distance give up all idea of competing, as they cannot afford to attend. The details of such a plan could be easily arranged. It would greatly increase the interest in the local associations, and in the national League also. The contesting teams would thus be limited in number, and could play and win the games on merit. Opportunity would be given for several rounds with each other, and the result would mean very much more than it does now. All the other features of the congress and tournament would be as attractive as ever, and perhaps more so, by the liberation from the principal contest of teams who would find more amusement and profit in the lesser contests. Why cannot this plan be tried for the perpetual trophy?—*Fisher Ames* [*L. A.*], *Whist*, *October*, *1897*.

True Cards.—Cards which are played according to rule, and do not deceive; the opposite of false cards.

Trump, Ace, nor Court Card.—See, "New Deal, Not Entitled to a."

Trump Attack. — The original lead of trumps. In the long-suit game this is the play of the very strong hand. In the Howell (short-suit) system the trump attack means (1) a strong all-around hand, regardless of the number of trumps; (2) five or more trumps (or four very good ones), and one good plain suit; or (3) just five trumps, and no four-card suit.

Trump-Card. — The last card dealt by the dealer, and turned face upward on the table by him. It should be placed slightly to his right. In duplicate whist it is usually placed on the tray in the centre of the table.

The word trump is a corruption of triumph. It was first applied to an old game which preceded and bore some resemblance to whist. The term finally came to mean the suit of cards (or one of the cards) which has a superior or commanding value in taking tricks.

When you deal, put the trump turned up to the right of all your trumps, and keep it as long as you can, that your partner may, knowing that you have that trump left, play accordingly.—*Edmond Hoyle* [*O.*], "*Treatise on Whist.*"

By the English code, if the trump-card be left on the table after the first trick is turned and quitted, it is liable to be called. By the American code, if the trump-card be left on the table after the *second* trick is turned and quitted, it is liable to be called (law 18). This is an unimportant difference.—*A. W. Drayson* [*L+A+*], "*Whist Laws and Whist Decisions.*"

The dealer ought to leave in view upon the table his trump-card, till it is his turn to play; and after he has mixed it up with his cards, nobody is eutitled to demand what card is turned, but may ask what is trumps. This consequence attends such a law, that the dealer cannot name a wrong card which otherwise he might have done.—*Edmond Hoyle* [*O.*], "*Treatise on Whist.*"

The dealer must leave the trump-card face upwards on the table until it is his turn to play to the first trick; if it is left on the table until after the second trick has been turned and quitted, it is liable to be called. After it has been lawfully taken up, it must not be named, and any player naming it is liable to have his highest or his lowest trump called by either adversary. A player may, however, ask what the trump-suit is.—*Laws of Whist* (*American Code*), *Section 18.*

The dealer, when it is his turn to play to the first trick, should take the trump-card into his hand; if left on the table after the first trick be turned and quitted, it is liable to be called; his partner may at any time remind him of the liability. After the dealer has taken the trump-card into his hand it cannot be asked for; a player naming it at any time during the play of that hand, is liable to have his highest or lowest trump called. If the dealer take the trump-card into his hand before it is his turn to play, he may be desired to lay it upon the table; should he show a wrong card, this card may be called, as also a second, a third, etc., until the trump-card be produced. If the dealer declare himself unable to recollect the trump-card, his highest or lowest trump may be called at any time during that hand, and, unless it cause him to revoke, must be played; the call may be repeated, but not changed—*i. e.*, from highest to lowest, or *vice versa*—until such card is played.—*Laws of Whist* (*English Code*), *Sections 52-55.*

"Trump, Jr., A."—A pseudonym of William Pembroke Fetridge, an English writer on whist, who published "The Laws and Regulations of Short Whist" (London and Paris, 1882; New York, 1888).

This work is remarkable for a long preface on the point whether a player can, with freedom from all penalty, show his entire hand to the other three persons at the table, provided that he retains them in his hand in one group, and does not detach any card from the rest.—*W. P. Courtney* [*L+O.*], "*English Whist.*"

Trump, Turning, from a Still Pack.—For many years prior to the organization of the American Whist League, it was the custom in the Milwaukee Whist Club to turn the trump from a still pack—*i. e.*, from a pack not in play. This was equivalent to the method of declaring trump for a series or sitting, at duplicate whist, for in each case the dealer, on the one hand, loses the advantage of holding the extra trump, and the other players forego the advantage of knowing the value of one of his trumps and shaping their play accordingly. The practice of turning the trump from the still pack is an old one, and is a feature of "Prussian whist." It is said to have originated with a Welsh baronet, ac-

cording to Southey, who mentions it in his "Letters of Espriella."

Although the laws of the American Whist League do not permit the turning of trump from the still pack, and the practice is abandoned in League clubs, many players in this country favor the practice of declaring trump (which is made optional under the code in single-table duplicate whist). Players outside of the League games frequently make use of the declared trump in all kinds of whist. (See, "Declared Trump," and "National Trump.")

The League laws governing duplicate play prescribe that the trump shall be turned, and that is an end of the argument. But it is still an open question whether the laws would not be improved by amending them so as to leave the method of making the trump to the discretion of the clubs.—*Cassius M. Paine* [*L. A.*], *Whist, December, 1895.*

A year or two before the first congress, whilst playing whist in the rooms of the Milwaukee Whist Club, I invariably, from force of habit, turned the trump from the live pack. The custom of the club, as is well known, was to turn the trump from the still pack. I asked some of the members of the club who originated this custom, and how it came about. No one could give me any definite information. I was told, however, that such had been the practice for many years previous. I inquired the reason for it. They said they believed no card should be exposed except in the regular course of play. I had supposed Mr. Rheinart brought the custom over with him from France, because a French treatise mentions that it was practiced in certain localities in France. I was informed, however, that Mr. Rheinart was at first opposed to it, and it was fully a year after joining their club before he adhered to the custom. After that he was its ardent advocate.—"*Prex*," *Whist, January, 1896.*

Trumping a Doubtful Trick.—When you are second hand and have none of the suit led, the question often arises, "Shall I trump it?" If the trick is really a doubtful one you should trump it if weak in trumps, but pass it if strong in trumps. (See, "Doubtful Trick.")

Trumping In.—Trumping a suit in a trick in which you are not the last player; usually applied to second hand trumping a doubtful trick.

Trump-Lead, Original.—The first lead of trumps made by a player during the play of a hand. The best players will make their original, or opening, lead of the hand from trumps when possessed of great strength in them. They will also make an original lead in trumps when possessing overwhelming strength in plain suits. The strength of the hand always determines the trump attack.

A lead from six trumps is always justifiable, but other things must be taken into consideration when leading from a smaller number. Many good players nearly always lead from five. A lead from four trumps must be made with caution. They may generally be led when holding two honors and plain-suit strength. Advanced players will lead from four, when holding three high trump cards in sequence; when partner has shown trump strength and there is no chance for a ruff; or when the player and partner have an established plain suit, and the adversaries have not shown trump strength, although having had the opportunity to do so.

Original trump-leads are made in the same manner as leads from plain suits in the system of American leads, whenever the trump-suit contains at least three honors; the ten with two honors; or any seven cards. Otherwise the fourth-best trump is led.

The American leads are now employed in leading trumps by whist-players of all schools, including adherents of the old leads and advocates of the short-suit game.

(See, also, "Special Trump-Leads.")

Lead trumps from a strong hand, but never from a weak one. By which means you will secure your good cards from being trumped.—*William Payne* [*L. O.*], "*Whist Maxims*," *1770.*

It does not follow that because a player holds many trumps he should lead a trump. It may or may not be best. * * * A former plan of *always* leading trumps from five is obsolete.—*G. W. Peties* [*L. A. P.*], "*American Whist Illustrated*," *1896.*

It is a sign of weak play if you first lead out your winning cards, and then lead trumps; it shows ignorance of the principles of the game. If it was advisable to lead trumps at all it should be done before you led out your winning cards.—*Westminster Papers* [*L+O.*].

The advanced player knows that in many hands leading trumps from five is very expensive, and that he is not bound by any hard and fast rule on the subject, but must exercise his best judgment in deciding what to do.—*Milton C. Work* [*L. A. H.*], "*Whist of To-day.*"

The selection of card, when a trump is led originally, is the same as in plain suits; subject to one variation when leading from knave, ten, nine, etc. It may also be slightly varied in consequence of the value of the turn-up card.—"*Cavendish*" [*L. A.*], "*Whist Developments*," *1891.*

It has been recommended by some writers on whist that you should always lead a trump if you hold five; with this recommendation I cannot agree. If you hold six it would almost always be right to lead one, but with five it is a more doubtful proceeding.—*A. W. Drayson* [*L+A+*], "*The Art of Practical Whist.*"

Some players always lead trumps from five. I have known very good players who made it a rule to lead trumps from one or two only when they had a very superior hand, and *all* suits well protected. * * * Many players, who have great confidence in their skill in the management of plain suits, will always lead the trumps first, if opposed to very weak players. It is entirely a matter of judgment, depending upon the score, the rest of your hand, the turn-up trump, and such matters.—*R. F. Foster* [*S. O.*].

A lead from *five* trumps does not necessarily indicate any *good* suit. A lead from *four* trumps (unless on the initial lead) requires protection *in all* suits; that is, *one* trick at least in each suit. A lead from three trumps requires *not only protection in all suits*, but *great strength* in at least *one*. A lead from two trumps requires *great strength in every suit.* A lead from one trump requires *overwhelming strength in every suit.* The *weaker* the trump-lead the *stronger* the plain suit must be.—*Kate Wheelock* [*L. A.*], "*Whist Rules.*"

It was formerly the practice very materially to vary the leads in the trump suits, but this has lately gone out of fashion. The only material difference is when trumps are not led for the purpose of exhausting them, but simply as the best suit. In such cases it is usually best not to lead a high card unless you have three honors, or at least seven trumps. There is one important exception to this, and that is the combination of king, queen, ten, and others, from which the high card should always be led.—*R. F. Foster* [*S. O.*], "*Whist Tactics*," *1896.*

If you hold five trumps, lead them; if they contain an honor, call for them. If your partner leads trumps it is imperative that you return them the first opportunity. If he calls for them, you must lead them for him as early as you can; if you hold three or less, play out your best; if more than three, your lowest. Do not force your partner if he has shown strength in trumps, or if (being in ignorance of this) you are weak in them yourself. But force a strong adverse trump hand whenever you can. Do not trump a doubtful trick second hand if you have four or more trumps; if you have less, do so.—*William Pole* [*L. A+*], "*Philosophy of Whist.*"

Trump Management.—A very important branch of whist strategy. It has aptly been said that trumps are the artillery of whist-play. How to use them to the best advantage is the all-important question, which all text-books on the game try to answer, but which, in addition thereto, every player must answer for himself by means of knowledge gained from practical experience. The most obvious and simple plan is to so manage your trumps as to draw all those of the adversaries and bring in your own suit. This depends, however, upon several important considerations: (1) Strength in trumps. (2) Strength in the rest of your hand. Also, sometimes, later in the play, on ascertained strength in partner's hand, etc. While the management of trumps is a comparatively easy

matter when holding a normal or strong hand, with many hands not so fortunately distributed the original leader will find it very difficult to decide upon the best course. This must, however, be quickly done, after surveying the cards and before one is led. Individual judgment, backed by rules as far as they can be made to apply, and by the experience and advice of expert players in similar situations, must govern his action.

The management of trumps is, perhaps, the most difficult of the problems presented to the whist-player.—"*Cavendish*" [*L. A.*].

The fine points occurring in a hand at whist cannot be provided for by set rules, but must be met by the ingenuity and originality of the player. There is no test of skill so absolute as the aptitude displayed by the player in handling his trumps. The whist-player must select the proper moment for a trump-lead. A trick too soon or a round too late may ruin a great game. The correct management of trumps is by far the most difficult thing in whist strategy, and few players ever become proficient in this regard.—*C. D. P. Hamilton* [*L. A.*], "*Modern Scientific Whist.*"

Take, for instance, the management of trumps, which was, under the old forms, a great stumbling-block to ill-educated players. It is obvious that the chief obstacle to making long suits is their being ruffed, and that the advantage will be with that party who, having predominant numerical strength in trumps, can succeed in drawing those of the adversaries. Five trumps are generally sufficient for the purpose; and hence the rule that if you hold this number, or more, you should lead them. Three or four leads will usually disarm both opponents, and you will still have one or more left to bring in your own or your partner's long suit and stop those of the enemy.—*William Pole* [*L. A+*], "*Evolution of Whist.*"

The writer recently had the pleasure of quite a long talk with a man who had been intimate with Deschapelles' old partner in Paris, and 'gathered from him that the chief strength of Deschapelles' game lay in his adroit management of the trump suit. Upon first taking up his hand he would study its possibilities, and glance at the score to see what he had to hope or fear. If he thought his hand would be better if there were no trumps to interfere with it, he would lead trumps. If he thought, on the other hand, that his trumps would be necessary for self-protection, he would lead a plain suit. As his partner followed the same principle, it was Deschapelles' custom, when he was not the original leader, to govern his play by the indications given in his partner's opening. If his partner led trumps, Deschapelles made every effort to assist him in getting them out; but if the partner did not lead trumps Deschapelles would require unusual strength in his own hand to justify him in running counter to his partner's game, and as a general thing he would be very slow to draw his partner's trumps, and very prompt to stop the adversaries from exhausting them.—*R. F. Foster* [*S. O.*], *New York Sun, December 26, 1897.*

Trump-Showing Leads.—Original leads, based upon a mutually understood code, by means of which the original leader shows the number of trumps held by him. The first system of this kind seems to have been employed by the team of the Capital Bicycle Club, of Washington, D. C., who used the regular (old style) leads for the normal hand, but led ace from ace, king, and others; and queen from king, queen, and others, to show strength in trumps, but not enough to lead them. A more elaborate system was devised by Milton C. Work, and published by him in May, 1894, in a small pamphlet, entitled, "New Whist Ideas."

The theory of this system is to show by the high card of a plain suit the number of trumps in hand, instead of, as under the American leads, the number and character of the suit led. It makes no change, however, in the American system of trump-leads. The lead of a king, jack, or irregular card is made at once to show the presence of four or more trumps in the leader's hand. The lead of a queen shows less than four trumps. The lead of the ace also shows less than four trumps, unless followed by jack or the lowest of the suit. The following table sums up the code in its entirety:

Holding.	With Short Trumps.		With Long Trumps.	
	Original lead.	Followed by	Original lead.	Followed by
Ace, king, queen, jack	Queen.	King.	King.	Queen.
Ace, king, queen, jack, and one or more others	Queen.	Jack.	King.	Jack.
Ace, king, queen, and one other	Queen.	Ace.	King.	Queen.
Ace, king, queen, and two or more others	Queen.	King.	King.	Queen.
Ace, king, and others	Ace.	King.	King.	Ace.
Ace, queen, jack, and one or more others	Ace.	Queen.	Ace.	Jack.
Ace and four others	Ace.	4th best.	4th best.	Ace.
Ace and more than four others	Ace.	4th best.	Ace.	Lowest.
King, queen, jack, ten	Ten.	Queen.	King.	Ten.
King, queen, jack, ten, and one or more others	Ten.	Jack.	Jack.	King.
King, queen, jack, and one other	Queen.	King.	King.	Jack.
King, queen, jack, and two or more others	Queen.	King.	Jack.	King.
King, queen, and others	Queen.		King.	
King, jack, ten, and one or more others	Ten.		Jack.	
Queen, jack, ten, and one other	Queen.	Jack.	Jack.	Queen.
Queen, jack, ten, and two or more others	Queen.	Ten.	Jack.	Ten.
Jack, ten, nine, and one or more others	4th best.		Jack.	

Length in trumps may also be shown by the lead of an irregular card.

Other arrangements were as follows: (1) Having shown short trumps, a trump signal subsequently made shows exactly three; a refusal to signal shows not more than two. (2) Having shown long trumps, an echo subsequently made shows five or more; a refusal to echo shows exactly four. (3) Having shown short trumps, ruffing with an eight or under, and subsequently playing the smaller trump, shows one or more; ruffing with a small trump, and subsequently playing a larger one, not above an eight, shows no more. (4) Having shown long trumps, ruffing with a higher, and subsequently playing a lower, shows five or more; ruffing, and subsequently playing a higher, shows exactly four. (5) Not having shown either short or long trumps, ruffing with a higher, and subsequently playing a lower, shows at least one more; ruffing with a small trump, and subsequently playing a larger one, not above an eight, shows no more.

The system received a partial test in 1894, at the fourth congress of the American Whist League, when it was used by Mr. Work's team (the Hamiltons) in the match for the championship. The team remained in until the final round, when it was defeated by Chicago.

The system did not meet with general adoption, the main objection urged against it being that it gives too much information; that the knowledge whether a hand is weak or strong in trumps is very often more advantageous to the adversaries than to partner, especially

when the adversaries are as keen players as those employing the system. We have said nothing about the ease or difficulty of learning the system. On this point Foster, who opposed it with might and main, sagely remarks in the New York *Sun* of December 19, 1897: "There is no evidence that any member of the Hamilton team was laid up with paresis after playing this system through three long trial matches, a semi-final, and a final, which is certainly a remarkable evidence of the intellectual staying powers of the team." Mr. Work subsequently changed the system to "optional trump-showing leads" (*q. v.*). To do this he took the old leads as a standard, and had it understood that when the leader departed from the old leads he showed trump strength. Mr. Work and his team did not continue to play the system, however, preferring American leads, with Hamilton modifications.

The Walbrook team, of Baltimore, in the winter of 1897–'98 were playing a mixed system, in which trump-showing leads also figured. Their chief peculiarity lay in leading the lowest card of a plain suit when holding less than four trumps, the fourth best when holding four or more.

Trump-showing leads every now and then come up as new ideas, and supposed trick-winning devices. But they soon disappear again—as soon as learned by the other side. In regard to them, it is perfectly safe to assume it to be an axiom of whist almost as binding as an axiom of geometry, that any system which proclaims weakness in trumps (as these systems must) is disadvantageous.—*Fisher Ames* [*L. A.*], *Whist, December, 1897.*

Trump Signal.—A conventional signal, by means of which partner is asked to lead trumps at the first opportunity; the call for trumps. It is made in plain suits, and consists in playing an unnecessarily high card, followed by a smaller one of the same suit.

It is a curious fact that trumps were once asked for orally, in the old English or Hoyle game, and that the custom was universally sanctioned, although not without protest on the part of some writers. At the score of eight (the game being ten points) a player holding two honors was allowed to say to his partner, "Can you one?" which, being interpreted, meant, "Have you an honor? I have two." If the reply was in the affirmative the hand was not played, as the side holding three honors was entitled to score two by honors, which put them out. This play, termed calling honors, was used as a call for trumps, or to convey other important information to partner, in the following manner: If a player, third hand, held two honors, with the game at the point of eight in his favor, and desired his partner either to show an honor or lead trumps, he would ask before the latter led, "Can you one?" Holding no honor, partner would lead trumps at once. Again, if a player, third hand, held two honors, but did not want a trump led unless it suited his partner's hand, he would wait until it was his own turn to play, and then ask, before playing, "Partner, can you one?" This was, in effect, saying to partner: "I hold two honors, but am not strong enough otherwise to ask for an original lead of trumps. Use your judgment as to what is best under the circumstances." Admiral Burney thought this was "an intrusion on the plainness and integrity of whist," but added that, "having been allowed, and generally practiced, it now stands and is to be received as part of the game." When the ten-point game went out

of fashion, calling for honors, and with it the old way of calling for trumps, went out also.

The more modern, and now generally practiced, call for trumps, or trump signal, was invented by Lord Henry Bentinck, and first introduced by him at Graham's Coffee-House, 87 James street, London, in 1834. He had noticed or employed the common artifice whereby a high card is played on the adversaries' lead to induce the belief that you can trump next round, and thereby get trumps led to stop a supposed impending ruff. Being very particular and chary of throwing away good cards, and a firm believer in the utility of small cards, it occurred to him that he might bring about a lead of trumps on the part of his partner by simply playing the low cards in the inverted order, a higher before a lower one. The contrivance was first humorously dubbed the "blue peter" (*q. v.*), and is first mentioned by "Cælebs" in his "Laws and Practice of Whist" (1851), as follows: "Generally, whenever a higher card is seen to fall, passively—*i. e.*, without a substantive object—before a lower, exhaustion of the suit may be expected. * * * Many persons adopt another theory with regard to playing the higher card first, viz., that it is an intimation of wishing trumps to be led." In the third edition of his book (1858) "Cælebs" speaks more positively on the subject, as follows: "Whenever a superior card is *unnecessarily* played before an inferior—*e. g.*, the trey before deuce—it is the strongest indication of the player wishing for trumps. This signal, metaphorically termed the 'blue peter,' is in diametrical antagonism to the theory in 'Major A.'s' period, when playing the higher card first indicated exhaustion of the suit and a wish to ruff." As "Cælebs" must have been well acquainted with the Portland Club, then the headquarters of whist, Pole thinks that the quoted passages establish an important historical fact, namely, that in 1851 the device was not in general use there, but that before 1858 it had become an acknowledged rule of play.

The signal was accepted as part of the game by all succeeding writers on whist, although under protest by some, who declared that Lord Bentinck himself had in later life abandoned it and regretted its invention. The London *Field* of February 13 and 27, 1864, contained a full discussion of the new convention, and many articles appeared concerning it in other English publications, including the leading reviews and magazines, and a great deal of hostility was manifested towards it. One writer in the *Westminster Papers* says: "It can scarcely be called whist any longer, but a new game, 'peter;' for your partner calls upon you to abandon your game and blindly play his by leading him a trump. Your opponents immediately abandon the legitimate game, and direct all their efforts to thwarting your intentions, and all the rules of the game are cast aside."

Many good players at first objected to the signal, but were forced to adopt it when it came into general use. In France it was severely condemned. James Clay, whose opinion carried great weight, while he did not like it personally, declared it to be open to no objection on the score of unfairness, although he thought it greatly diminished the advantage of skill by simplifying the game. He considered it so natural that he is reported to have said that if a tribe of savages were

taught whist they would arrive at the signal in course of time by their own intuition.

The trump signal is made by any player except the first hand or leader, who, if he wants trumps led, can lead them himself. The question, When is a player justified in signaling? is one that cannot be answered by any hard and fast rule. Good judgment is required, but in a general way it may be stated that a hand that you would lead trumps from is a good one to signal from. A player ought to have four trumps containing two honors, or five trumps containing one honor, and reasonable strength in other suits, so that there is no danger of a suit being brought in against him by the adversaries. The signal should be used only when partner is in a position to obtain the lead. When the signal is made later in the hand, after the player employing it has himself had the lead, or had an opportunity to signal without doing so, the command to partner is not imperative, nor does the signal in that case denote the same strength on the part of the signaler as if made at the first opportunity.

In responding to the trump signal, care should be taken by beginners not to mistake for it an effort, on the part of second hand, to win the trick. Lead your partner the best trump, if you hold it, or one of the second and third best if you hold them. Otherwise give him the highest from less than four, the fourth best from four or more.

The trump signal is also made in two other ways by many good players. One consists in discarding from an unopened suit a card not lower than a nine, although George W. Pettes, who originated it, also used the eight for the purpose. (See, "Single-Discard Call for Trumps.") The other signal consists in refusing to trump an adverse winning card. It is sometimes unadvisable to employ the latter mode, especially when the adversaries are in position to continue to lead winning cards in the same suit. In such case the best thing is to accept the force and make the best of it.

Foster says: "By some short-suit players, the lead of a five, four, three, or two is considered a positive call for trumps if an honor is turned; not otherwise." In the Howell (short-suit) system, however, the lead of any of the cards mentioned indicates the long-suit game, and commands partner, if he gets in early, to lead trumps, irrespective of the turning of an honor.

Before the introduction of the leads showing number, the lead of the ace, then king, then small, was a call for trumps.—*R. F. Foster* [*S. O.*], "*Whist Tactics.*"

Many good players are more cautious in asking for trumps than in leading them, and will not signal uuless they hold at least one honor.—*William Pole* [*L. A+*].

The trump call must be used with discretion. It should only be given when you are convinced that a trump lead would be for your advantage.—*Fisher Ames* [*L. A.*].

The signal for trumps is now so constantly in use, that we must set aside all discussion as to whether whist has been improved or impaired by its invention.—*R. A. Proctor* [*L. O.*].

It has not only done good to those who profit by it, but has also improved the play generally by requiring more attention to be paid to the fall of the cards, particularly of small ones.—*William Pole* [*L. A+*], "*Evolution of Whist.*"

If your object be to win at whist, never "call" for trumps, or "echo" in reply. If your partner "calls," use your discretion. If your adversaries "call," they will probably give you a chance of saving a game you might otherwise have easily lost.—*William Cusack-Smith* [*L. O.*].

In a game that has so much of the ruffing element about it, the player should

prepare a trump-call early, if he want to have trumps led by partner. Therefore we use the call perhaps oftener than the long-suiters.—*Edwin C. Howell* [*S. H.*] "*Whist Openings.*"

This conventional sign consists in throwing away an unnecessarily high card. * * * The origin of this practice is so perfectly in the spirit of our game, when well played, that I am surprised at the length of time which was required to reduce it to an understood signification.—*James Clay* [*L. O+*].

Asking for trumps means playing a totally unnecessarily high card, when by subsequent play you show you could have played a lower card. You must be careful to distinguish between a totally unnecessarily high card, and a card played to cover another card, or to protect your partner.—*A. W. Drayson* [*L+A+*], "*The Art of Practical Whist.*"

"We do not know whether any one has ever kept a record of the number of tricks lost by petering. During the past year, in the whist we have witnessed, we feel confident that more tricks have been lost than won by this practice."—*Westminster Papers* (*Old School*). After many years of further experience I am quite of the same opinion. — "*Pembridge*" [*L+O.*], "*Whist, or Bumblepuppy?*"

Among some players the lead of a strengthening card, when an honor is turned, is a call for trumps to be led through that honor at the very first opportunity, but it is not good play. Passing a certain winning card is regarded by most players as an imperative call for trumps. The discard of any card higher than a seven is known as a single-card call. — *R. F. Foster* [*S. O.*], "*Complete Hoyle.*"

An article which the doctor [William Pole] contributed to the *Fortnightly Review*, in April, 1879, on "Conventions at Whist," merits notice. In it he argues against the fairness of the call for trumps, and seems to doubt the propriety of some other modern developments of the game. But he has long since, I believe, become a convert to the lawfulness, if not to the expediency, of the call.—*W. P. Courtney* [*L+O.*], "*English Whist.*"

Many players contend that the leader cannot call for trumps on his lead, and that he should lead them himself, if that is what he wants. But there are many positions in which such a course would be injudicious. The leader may lie tenace; he may want to know his partner's best trump; he may want a lead through the turn-up; or he may hope to win the second or third round by not leading first himself.— *R. F. Foster* [*S. O.*], "*Whist Tactics.*"

It is a common artifice, if you wish a trump to be led, to drop a high card to the adversary's lead, to induce him to believe that you will trump it next round, whereupon the leader will very likely change the suit, and perhaps lead trumps. * * * By a conventional extension of this system to lower cards it is understood that, whenever you throw away an *unnecessarily* high card, it is a sign (after the smaller card drops) that you want trumps led.—"*Cavendish*" [*L. A.*], "*Laws and Principles of Whist.*"

When you do this [*i. e.*, call for trumps] —when you ask partner to play your game—you should be reasonably certain of making the odd trick at least. The mere fact of holding four, five, or even six trumps, is not sufficient reason for issuing such an arbitrary command. Your only object in drawing trumps is to enable you to bring in a long suit, or to protect master cards in other suits; and without these features of strength you should not call, even though you may be strong in trumps. — *C. D. P. Hamilton* [*L. A.*], "*Modern Scientific Whist.*"

When everything is going nicely, and your partner making the tricks, that you should interfere with this merely because you have five trumps—or nine, for the matter of that—is the height of absurdity. It may be an interesting fact for him to know, on the second round of a plain suit, that you hold five trumps, just as there are other interesting facts which he may also ascertain at the same time—*e. g.*, that you have led a singleton, that you hold no honor in your own suit, and so on—but none of them justifies him in ruining his own hand, and devoting his best trump to destruction.—"*Pembridge*" [*L+O.*], "*Whist, or Bumblepuppy?*"

Forty years ago calling for trumps constituted the whole art and practice of scientific whist. The man who could see a trump signal without looking at the last trick was a genius, and the player who would notice such a little one as a three played before a deuce was a marvel. The story of the rise and progress of the trump signal is one of the most interesting chapters in the history of the game. Like the love of money in life, it has been the root of all evil in play. From it has sprung that poisonous undergrowth of private conventions that has choked up all the individuality, all the dash and brilliancy, all the keen perception that is proper to the game. Although at first it was believed to be a benefit to good and bad players alike, its injurious influence was soon recognized, and no one regretted its introduction more than its inventor.—*R. F. Foster* [*S. O.*], *New York Sun, December 12, 1897.*

Trump Signal to Show no More of a Suit.—It has been suggested by some players that it might be well to make a trump signal mean: "I have no more of this suit and want to ruff it." Milton C. Work, in "Whist of To-day," punctures the suggestion as follows: "When it is considered that such a plan would probably make one trick in one deal, while a trump signal was making several in each of a dozen deals, the imbecility of the idea at once becomes apparent."

Trump Strength, Showing.—The showing of trump strength is a very important feature of the partnership game. Modern players deem it essential to the success of their play to indicate such strength not only by leading or calling for trumps, but by echoing in various ways to show the exact number which can be relied upon from partner. Foster, in his "Whist Manual" (third edition, 1896), says:

"Some of our best players, among them Milton C. Work, are of the opinion that the chief characteristic of the whist of the future will be the indication of trump strength. In addition to the usual methods of passing doubtful tricks, signaling, forcing a partner, etc., all of which show trump strength, an artifice known as the four-signal is frequently used."

He then proceeds to describe this convention, and also the trump-showing leads, for a time adopted by the Hamilton team, under Mr. Work's leadership. The Capital Bicycle Club used much the same idea some years ago; but, continues Foster, "I think the system advocated by Mr. E. C. Howell, of Boston, better than any of these. It is based on the principle that with trump strength you should give your partner as much information as possible concerning your best suit, whereas with weakness in trumps it may pay you to conceal its exact character. With strong trumps he opens the game in regular conventional manner; but with weak trumps he follows a schedule of 'reversed leads.' He gives the system in full in *Whist*, May, 1894. The 'Albany lead' is a strengthening card originally, for the sole purpose of showing four trumps, apart from any other indication. The objection to all these systems is that they are not under control of the judgment of the player. If he gives no sign, his partner infers negatively, and is misled. The advantage of the trump signal is that one can signal with two trumps, if he wants trumps led, or refrain from signaling with ten, if he feels so disposed. The moment you compel a man to play whist by machinery, you destroy the chief beauty of the game —individuality of thought and expression." (See, also, "Trump-Showing Leads.")

Trump Suit.—The suit to which the card belongs which the dealer last dealt from the pack and turned up, in the regular course of play; the suit whose cards, for that hand, will take the cards of any other suit regardless of rank.

Were it not for the existence of the trump suit, whist would lose a great portion of its charm and popularity, and would rank much lower as a game of skill.—*E. J., in Westminster Papers, May 1, 1878.*

"Trumps."—A pseudonym used by William Brisbane Dick, who published a "Handbook of Whist," New York, 1884. He also edited "The American Hoyle," published in New York about 1863 (thirteenth edition in 1880), and the

"Pocket Hoyle" (1868). In speaking of his "Standard Hoyle," published about 1887, W. P. Courtney says: "It is remarkable through the circumstance that the contents of the sections on whist are innocent of any connection with Hoyle."

Trumps.—The cards of a suit which have been given a higher value or trick-taking power than the three remaining suits, by the turning of the trump card on the part of the dealer; the trump suit.

George W. Pettes called trumps "the artillery of the hand," and C. D. P. Hamilton, in carrying out the same idea, says: "They are the ordnance—the heavy guns—in the engagement, and after you have silenced the enemy with them, you may gather in the fruits of victory with your established suits." The possession of great trump strength and a good plain suit means victory. As Lowell said of *Phœbus*, in his "Fable for Critics," he was

> Quite irresistible,
> Like a man with eight trumps in his hand at a whist-table.

The main uses of trumps are: To disarm the opponents, to make tricks by trumping, and to play and make tricks the same as with cards in plain suits. By exhausting the adverse trumps, establishing a strong plain suit, and regaining the lead and bringing it in, you use trumps to the best possible advantage. Trumps are also used to obstruct the efforts of the opponents to bring in a suit. When strong in trumps you lead them; when weak, you endeavor to make good use of what you have by trumping in.

It is important to count the trumps as they are played, in order that you may know how many are still unplayed. Partner's lead of trumps should, as a rule, be promptly returned, and his trump signal responded to at the first opportunity.

If weak in trumps, keep guard on your adversaries' suits. If strong, throw away from them.—*Thomas Mathews* [*L. O.*]. "*Advice to the Young Whist-Player*," *1804.*

Always return your partner's lead in trumps, unless the card he led shows he only intended to strengthen your hand, or to lead through an honor.—*H. F. Morgan* [*O.*].

The trump-lead is so much more important than any other, that you should almost always return your partner's lead of trumps *immediately*, except he has led from weakness, when you are not bound to return it unless it suits your hand.—"*Cavendish*" [*L. A.*], "*Laws and Principles of Whist.*"

The skill of a whist-player is shown more, perhaps, by his aptitude in selecting the proper moment when trumps should be led, or the enemy's strength in trumps reduced by forcing, or their lead of trumps delayed by properly placing the lead, than by any other part of whist strategy.—*R. A. Proctor* [*L. O.*].

If the trumps remain divided between you and your partner, and you have no winning card yourself, it is good play to lead a small trump, to put in his hand to play off any that he may have, to give you an opportunity to throw away your losing cards.—*Thomas Mathews* [*L. O.*], "*Advice to the Young Whist-Player.*"

If you find one of the adversaries without a trump, you should mostly proceed to establish your long suit, and abstain from drawing two trumps for one; to say nothing of the probability that the adversary who has not renounced is unusually strong in trumps.—"*Cavendish*" [*L. A.*], "*Laws and Principles of Whist.*"

The objection evinced by a great majority of players to part with their trumps is quite incomprehensible. They will not understand that the grand object is not to make as many tricks in trumps as possible, but by skillfully wielding them, to establish superiority and command in other suits.—"*Lieutenant-Colonel B.*" [*L. O.*].

Trumps are the controlling factors in the game, and their proper handling is to every whist-player, no matter how proficient, a matter of profound mental concern. They are the ordnance—the heavy guns—in the engagement, and after you have silenced the enemy with them you may gather in the fruits of victory with your established suits.* * * If you

have no master cards to make, it is, as a rule, better to keep your batteries masked for the middle or end play, or until the master cards have declared their presence in partner's hand. * * * With the best players, trumps are used only for distinct purposes. The object in leading trumps must be apparent from the hand or developed by the play.—*C. D. P. Hamilton* [*L. A.*], "*Modern Scientific Whist.*"

Trumps, Not Leading.—While exceptional hands may be held from which an expert would not lead trumps originally if holding five with an honor, players, as a rule, are admonished by the authorities to make such a trump-lead at the first opportunity, or to signal partner to lead. The importance of making the lead has been frequently and solemnly impressed upon beginners and upon a certain class of players who might aptly be termed trump-misers, because they invariably hoard them up until the close of the hand, unless drawn by other players. "Four you may—five you must," is a maxim frequently recited for their benefit.

In times gone by women whist-players were generally suspected of this tendency to keep back trumps, and the London *Spectator* once related the story of an eminent whist-player who, whenever he found himself seated at the whist-table with ladies, was wont to tell them the following tale as a kind of prologue to the game: "I once knew a lady who held five trumps in her hand, and who failed to lead them. She ended sadly," and here his voice sank to an impressive whisper—"she died in the workhouse." Whether or not this precautionary measure was attended with success tradition does not say.

"Lieutenant-Colonel B.," in his "Whist-Player" (1856), has this: "I once heard a first-rate whist-player say that, with four trumps in your hand, it was mostly right to lead them; but that he who held five, and did not lead them, was fit only for a lunatic asylum."

The most impressive and widely circulated utterance on the subject, however, is that correctly attributed to James Clay (*q. v.*). It was first published in "Sans Merci," a popular novel in its day in England, in which Clay appears under the name of *Castlemaine*. He is asked by a young man, who has just lost heavily on a game (heavy stakes being then the rule in Europe), whether with knave, five, he ought to have led trumps. "It is computed," replies *Castlemaine*, with great calmness and dignity, "that eleven thousand young Englishmen, once heirs to fair fortunes, are wandering about the continent in a state of utter destitution, because they would not lead trumps with five and an honor in their hand."

"When you have five trumps it is always right to lead them." This old rule for trump-leading has many exceptions. * * * It is nearly always right to lead trumps when the trump suit is your only long suit, because if you are weak in all plain suits it is only fair to presume that your partner is the more likely to be strong in them. * * * In many cases [where just five trumps are held] there is a better lead than the trump-lead for the original lead. Suppose (as original leader) you hold five trumps (hearts), ace and four small diamonds, two small clubs, and a small spade. You should open your fourth-best diamond and await developments. Again, you hold five trumps (hearts), ace, king, knave, and small diamonds, two small each in spades and clubs. You open with king of diamonds, *showing your suit*, then a trump, if you deem it best. It is generally best with any five trumps to show your suit first, especially if not longer than five cards.—*C. D. P. Hamilton* [*L. A.*], "*Modern Scientific Whist.*"

Trumps, Repeating the Signal to Show Six.—A player who signals successively in two different plain suits thereby is considered by

some to show his partner six trumps. Milton C. Work deems the play wise for those who do not desire, in such a case, to use the plain-suit signal (*q. v.*) in the second suit.

Trumps, Returning. — Careful attention to partner's strength or weakness in trumps, and promptness in returning his lead of trumps, or in leading them in response to his signal, marks the modern scientific player who plays twenty-six instead of thirteen cards. The bumblepuppist who plays his hand as if partner did not exist, has no use for any rule in this or any other whist matter.

It is not proposed to adhere to any iron-clad rule, and say that under every circumstance, without exception, partner's trump-lead must be returned instantly. The general rule is to so return trumps, and should be adhered to unless an intelligent and excellent reason exists for not so doing. For instance, it may be expedient for a player holding a great suit to show this suit, by a lead from it, before returning his partner's trump-lead. Hamilton also lays down the following cases in which a player would be justified in not returning partner's lead of trumps: (1) When partner has led trumps from four simply because it was his only four-card suit; (2) when you win the trick cheaply, and it is demonstrable that your right-hand opponent must hold over your partner with a strong tenace; (3) when an honor is turned up to your right, and you win by a deep finesse; (4) when partner has led from evident weakness and finds you weak.

It is an aphorism of traditional respectability that the only excuses for not returning partner's trump are a fit of apoplexy or *not having any*, and the same applies in the case of trumps being asked for.—*Arthur Campbell-Walker* [*L. O.*].

In the first place, suppose your partner leads trumps. You infer that he wants to get them out; and it is your duty to help him in this object. Hence, * * * you are bound to return trumps immediately. This is, perhaps, the most imperative of all whist rules.—*William Pole* [*L. A+*], "*Philosophy of Whist.*"

Trumps, Showing Number of, After a Signal.—"When a player has signaled, and his partner leads, in answer to that signal, a high trump which the signaler decides to pass," says Milton C. Work, "he by one method plays his fourth best in order to most accurately show both size and number, while by another plan he makes a signal in such a case only to show six or more trumps. Some players object to both these plays, believing it to be unwise, under the circumstances, to give any accurate information, as the suit is not partner's, and one of the adversaries may be strong in it. In view of the latter possibility, the writer doubts the wisdom of always playing the fourth best, but sees no harm in allowing a player the option of showing six in such case by a signal, if for any reason he thinks it wise to do so."

Trumps, Showing Number of, by Signal.—There are many who believe with "Cavendish" that every system of showing less than four trumps by signal is bad, because it exposes to the adversaries the weakness of the signaler's hand. But others consider that this is fully compensated for by other advantages, and especially the knowledge imparted to partner. Such is the position taken by W. S. Fenollosa, of Salem, Mass., who has devised a system of showing the number of trumps when partner has led or signaled. It is made by utilizing any three small cards in a plain suit by playing them in the following manner:

Holding.	Play.		
	First Trick.	Second Trick.	Third Trick.
One trump at most	Two.	Four.	Six.
Two trumps	Two.	Six.	Four.
Three trumps	Four.	Six.	Two.
Four trumps	Four.	Two.	Six.
Five or more trumps	Six.	Four.	Two.

Milton C. Work, in his "Whist of To-day," tells of a somewhat similar scheme which he adopted in connection with the four-signal, to indicate short trumps, and four, five, six, and seven or more. The schedule prepared by him is as follows:

Holding.	Play.		
	First Trick.	Second Trick.	Third Trick.
Short trumps	Two.	Four.	Six.
Four trumps	Four.	Six.	Two.
Five trumps	Four.	Two.	Six.
Six trumps	Six.	Two.	Four.
Seven or more trumps	Six.	Four.	Two.

About the same period a good deal of ingenuity was expended in inventing systems to show two, three, or four trumps. They may be briefly dismissed. The answer to most of them (with the exception of the sub-echo) is, that exhibition of weakness in trumps is more likely to be of advantage to the adversaries than to the exhibitor. — "*Cavendish*" [*L. A.*], *Scribner's Magazine, July, 1897.*

Trumps, Showing Number of, on Adversary's Lead.—Here is another elaboration of the trump-showing ideas of modern whist, as described by Milton C. Work in his "Whist of To-day:" "As there are occasions when it is advantageous to show the number of trumps held by the player when the adversary is leading (such as when the lead is probably a weak one, or when it is known, by reason of an honor turned, that the partner will win the second trick, and there is a suit the player can ruff), it has been suggested that an echo on the adversary's lead of trumps should show no more. The play is not recommended as a universal rule, as the information it gives is apt to be of more value to the adversary than to the partner. * * * The practical difficulty would be to have two partners understand just when it was to be used and when not. For this reason it seems a dangerous innovation."

Turf Club. — See, "Arlington Club."

Turning Trump.—See, "Trump Card."

Turn-Up.—The last card of a deal turned and placed face up on

the table, where it is allowed to remain during the first round; the trump card. (See, "Trump Card.")

Sometimes the turn-up, or trump-card, is thrown down without being turned up or shown; this card is of such importance that the punishment of making the deal lost cannot be dispensed with in this case. — *Deschapelles* [*O.*], "*Traité du Whiste*," *Article 31.*

As the dealer has no right to show the turn-up card before it is turned, he has still less right to look at it himself. He is then more guilty than another in yielding to a spirit of caviling; he deserves a more severe punishment, and we have inflicted it on him by making him lose his deal.—*Deschapelles* [*O.*], "*Traité du Whiste.*"

Twelfth Card.—One of the two cards remaining in a suit after eleven have been played. If the lower one is in your right-hand adversary's hand, the lead of the winning twelfth will afford an opportunity for partner to discard or overtrump. In case it is the lower card, it can be led for the purpose of throwing the lead. If both are held by yourself and partner, neither should be led until the adverse trumps are first exhausted.

The twelfth card may be either a master or a losing card of any two cards of a suit in play.—*C. D. P. Hamilton* [*L. A.*], "*Modern Scientific Whist.*"

If no trumps are in, the twelfth and thirteenth are led at once. If the leader has the best he leads it, if trumps are out; if trumps are not all out, he may lead it through the best trump on his left, or through the losing trump on his left, if he knows that partner can overtrump.—*Fisher Ames* [*L. A.*], "*Practical Guide to Whist.*"

When it is the best, and you know D has the smaller, the twelfth will of course win, unless trumped by C. But you run a risk in playing this card of a discard from C, that may very much influence your next lead. For this reason much care must be taken in the management of the twelfth.—*G. W. Pettes* [*L. A. P.*], "*American Whist Illustrated.*"

Before you play a twelfth card, whether it be the best or not the best, note whether you hold any winning cards which you can make before leading the twelfth card, and which a discard from the adversary might prevent your making. When the twelfth card which you have an opportunity of playing is the lower of the two remaining, or if the thirteenth card be located in the hand of your left adversary, * * * the play of the twelfth card is dangerous, unless you want to give your partner the chance of making a trump, which chance might not otherwise occur. —*A. W. Drayson* [*L+A+*], "*The Art of Practical Whist.*"

Two-Handed Whist.—See, "Double-Dummy," and "German Whist."

Two-Spot.—A card containing two spots or pips; the deuce; the lowest card in the pack.

In the system of American leads it figures as a fourth-best lead, and in the Howell (short-suit) system it indicates the long-suit game and commands partner, if he gets in early, to lead trumps—sharing this distinction with the five, four, and three. The two-spot is also frequently useful in completing a trump-signal or echo, and when the suit to which it belongs is established, it frequently rises to the highest dignity as a trick-taker. Similarly, when it forms one of the trump-suit, it is higher than an ace in plain suits.

I'm just a little two-spot,
And yet I'd like to tell
Of uses I am put to
By people who play well.

If first I make my entrée
Each one will understand
The leader has no long suit,
But only four in hand.

If I should make my bow when
A high card's first been played,
The hand for trumps is calling,
Let them not be delayed.

When once a suit's established,
Trumps out and you have me,
I am a sure trick-taker
As any card can be.

Yes, I'm a little two-spot
With many a special use;
Pray, heed what I have told you,
In giving them the deuce.
—*Margaretta Wetherill Wallace.*

Two Trumps for One.—Drawing two trumps for one is one of the resources of whist strategy, frequently made use of and highly commended. When a player finds his partner without trumps, this is one of the best uses to which he can put whatever trump-strength he himself possesses. If he cannot exhaust, he may at least weaken, his opponents, especially if his own trumps are trick-winners.

Unblocking.—Getting rid of the commanding card, or cards, of partner's long plain suit, when you hold a less number of the same suit, thereby enabling him to keep or regain the lead and make the most out of his suit. For the purpose of helping him to get into the lead again, you retain your smallest card, if you held exactly four in the suit, playing third best on the first round, second best on second round (unless calling for trumps), and highest on third round.

This play is almost as old as whist itself, Hoyle having illustrated its theory and practice in a number of positions. It had fallen into great neglect, however, until taken up, improved, and brought into prominence by "Cavendish," in 1885. In his book on "American Leads" he first called it the "plain-suit echo," but this was changed to "unblocking game" in subsequent editions, as the more appropriate designation. The unblocking game, according to "Cavendish," applies only when ace, queen, jack, or ten is led originally, and the third hand (the one to unblock) holds four cards of the suit exactly, all of them lower than the one led. When the king is led originally it indicates a suit of four, and on this the third hand does not unblock unless he holds the ace. Otherwise he plays his lowest on the first round, unless obviously and necessarily trying to win the trick.

It is in the matter of failing to unblock on the king-lead that "Cavendish's" system has been strongly objected to by Foster and others. They make no exception, and treat the king-lead the same as any other high-card lead, unblocking and retaining their lowest card when holding exactly four.

This order of play is sometimes, but incorrectly, called "the plain-suit echo."—*Charles E. Coffin* [*L. A.*], "*The Gist of Whist.*"

This is the art of knowing when a card that you hold in your partner's suit may prevent him from making his established small cards, and so getting rid of it at the right moment.—*R. F. Foster* [*S. O.*], "*Whist Tactics.*"

When a player leads a card which indicates that he holds, or may hold, five of the suit, his partner holding four should play his third best. This is known as the unblocking game. The purpose of the play is both to unblock partner's suit, if necessary, and also to show that you hold four of his suit.—*Whist* [*L. A.*], *June, 1895.*

There is no novelty in this play. It is as old as Hoyle, but it is strangely neglected by modern players. * * * A must further bear in mind that unblocking on the first round is only attempted when B holds four of the suit exactly. A must not therefore assume, because B plays, say, the deuce to the ace, that B has but two or three of the suit. B may hold five, or more. The only certainty is that B did not originally hold four exactly. —"*Cavendish*" [*L. A.*], "*Whist Developments,*" *1891.*

When you see that your high card of partner's suit is going to take the third trick, for instance, and you have no way of giving him the lead, and it is evident that if your high card were out of the way he could make one more trick in the suit, you should throw your high card on his higher one, or get rid of it on a discard if possible, to get out of his way. Too little attention is usually paid to this point. Get rid of the control of partner's suit. Keep that of opponents' and trumps as long as possible.—*Fisher Ames* [*L. A.*].

This preserves in the third hand a low card, which the original leader can always take if led to him, or which will not block his long suit if he is in the lead him-

self. If the highest card is kept until the last it may prevent the original leader from bringing in several smaller cards which he may have established. The original leader can usually detect the unblocking, and for that reason it is called a plain-suit echo, for it shows him that his partner has four cards of the suit.—*Val. W. Starnes* [*S. O.*], "*Short-Suit Whist.*"

If the partner is a long-suit player, and you have four cards exactly of a suit of which he leads originally the king, keep the lowest of your four, and play your third best, no matter what four cards they are. "Cavendish" does not agree with this rule, and prefers to change the entire system of leads rather than unblock on a king led. I regret that I am unable to agree with him in his analysis of the position, as this is one of the few points on which the master and his disciple have seriously differed.—*R. F. Foster* [*S. O.*], "*Whist Strategy.*"

There are but comparatively few cases in which it is necessary to at once, on the original lead of the suit, start to unblock. These cases, however, are important and easily mastered. With exactly four cards of a suit which your partner opens, unless his original leads show but four, you may play your third best on the first trick, your second best on the second trick (unless in either instance you have to play your best in order to try to win the trick), and on the third trick you can play your highest or lowest, as the exigencies of the situation demand.—*Milton C. Work* [*L. A. H.*], "*Whist of To-day.*"

In the *Field* of October 11, 1884, appeared the first of nine articles on "The Play of Third Hand," a masterly and exhaustive piece of whist analysis, by which "Cavendish" reduced the unblocking play to a system, called by him the "plain-suit echo." This consists in retaining the lowest card of your partner's long suit, when you hold four exactly, by which play you often clear his suit, and gain one or more tricks for the partnership. This, together with American leads, and the new play of not covering an honor (except, of course, with the ace), as recommended by Dr. Pole, was embodied by "Cavendish" in his well-known work, "Whist Developments," published in 1885.—*N. B. Trist* [*L. A.*], *Harper's Magazine, March, 1891.*

He ["Cavendish"] accordingly devised, by a masterly process of reasoning, a way by which, if my partner uses ordinary care, he could see beforehand when his high card would be likely to be obstructive, and might get rid of it in time. This he called "unblocking," and the process by which it was effected the "unblocking game." It was published in his "Whist Developments," in 1885. It depended almost entirely on the indications given, by the American leads, as to the number of cards held. * * * "Cavendish" devised the following short rule for unblocking purposes: When your partner leads originally either ace, queen, knave, ten, or nine (not the king), and you hold exactly four cards of the suit, *retain* your lowest card on the first and second rounds. —*William Pole* [*L. A+*], "*Evolution of Whist.*"

The unblocking game only applies when ace, queen, knave, or ten is led originally, and the third hand holds four cards of the suit exactly, all lower than the one led. Therefore, when king, or nine, or a lower card is led originally, if B does not attempt to win the first trick, he plays his lowest card, whatever number of cards he holds in the suit. * * * If the king is led, and B does not hold the ace, B should not attempt to unblock, as the lead is from four cards only. Whatever the number or value of his small cards, B must play his lowest to the king. * * * When a low card is led originally, B's play proceeds on the assumption that the lead is at least from four cards, three of them being higher than the card led. When the third hand has at most three of the suit his play is obviously to head the trick if he can; otherwise to play his lowest card, unless he calls for trumps.—"*Cavendish*" [*L. A.*], "*Whist Developments,*" *1891.*

Underplay.—A kind of finesse which consists in leading a smaller card when the conventional play would be to lead the best, which is concealed in the hand and retained for more effective use later on. Underplay is also employed to throw the lead, by holding up the best card and allowing another player to win the trick. (See, also, "Holding Up.")

Underplay is often effectively used toward the end of a hand to make a much-needed trick. Any player at the table may employ it in a well-calculated effort to make a trick or more than ordinary play would give him. It requires skill, however, to make it succeed.

What is called underplay is usually adopted in order to gain command of a suit.—*R. A. Proctor* [*L. O.*].

Underplay is a powerful weapon, but if the adversary is alert it seldom succeeds. —*R. F. Foster* [*S. O.*], "*Whist Tactics.*"

The prospect of making the eleventh, twelfth, and thirteenth tricks is the usual incentive.—"*Aquarius*" [*L. O.*], "*The Hands at Whist.*"

Properly manipulated, underplay can be made serviceable. But probable success demands keen management.—*G. W. Pettes* [*L. A. P.*], "*American Whist Illustrated.*"

This is sometimes advantageous in trumps, or in plain suits when strong in trumps, or when trumps are out, but such a ruse must be used sparingly and with care.—*Arthur Campbell-Walker* [*L. O.*].

It is a very obvious ruse, and therefore a favorite with moderate players, who rarely lose au occasion of employing it. Yet it should be used sparingly and with care. A trick too often played is suspected and defeated. In trumps this manœuvre, like all others, is much more justifiable than in the common suits, in which it is dangerous.—*James Clay* [*L. O+*].

To successfully underplay, you must have a keen perception, and a full understanding of the situation. * * * There is more merit in gaining a single trick—by well-judged underplay or any other species of finesse—that does not by common play belong to the cards than there is in winning a thousand games with master hands.—*C. D. P. Hamilton* [*L. A.*], "*Modern Scientific Whist.*"

Suppose you hold ace, queen, and a small card in hearts, your left-hand adversary leads the two of hearts, your partner plays six, third player plays knave, and you win with queen. You now may fairly conclude that neither king nor ten is in the hand of your right adversary. Your partner may hold one or both of these, but he may hold the ten, and left adversary the king. If you play out your ace, the king must make next round. If, however, you play your small heart, left-hand adversary, believing the ace to be to his left, will probably not play his king second in hand. Then if partner holds the ten it makes, and your ace still is held over the king. This is termed underplay.—*A. W. Drayson* [*L+A+*], "*The Art of Practical Whist.*"

Undertrumping. —This stratagem consists in playing a low trump on a higher one with which partner has already trumped the trick, the sacrifice being made for the purpose of avoiding the lead under certain circumstances when to obtain it would be more disadvantageous. (See, "Grand Coup.")

Unscientific Play. —Play in which the science of combining the hands and making the most out of them by partnership is ignored; haphazard or ignorant play; bumblepuppy.

Unscientific whist—whist where there is no co-operation, and each of the *four adversaries* strives for tricks—is as near no game as it is possible to imagine.—*C. D. P. Hamilton* [*L. A.*].

Up-and-Back Game.—At duplicate whist, the original and the overplay of an agreed-upon number of hands, at a sitting. By the up-and-back game (especially at mnemonic or single-table duplicate) the players possessing the best memories are sometimes able to gain a decided advantage by remembering the special features of certain hands when they receive them for the duplicate or overplay.

For instance, it may be agreed to play twelve hands, "up-and-back." The completion of the number agreed on ends the play.—*R. F. Foster* [*S. O.*], "*Duplicate Whist,*" *1894.*

Memorizing the hands has become such an intolerable nuisance, that many players in our leading clubs will no longer play the up-and-back game. — *Whist* [*L. A.*], *September, 1896.*

Up and Down.—The idea of playing long suits not headed by a sequence *up*, and weak suits *down*, is one which dates back to the early days of whist. To-day it is a principle of play generally recognized by long-suit players, who, when leading from a long suit which contains no combination from which a high card should be led, begin with the fourth best, and then shape their play so that, with partner's help, the high cards in the adversaries' hands may be gotten

out of the way. Forced leads are, with rare exceptions, made from the top of short suits, and the suits are played down. This does not interfere with the trump-signal, which is also played down (*i. e.*, a higher card being followed by a lower one), because it is generally made with very small cards, and never by the original leader. (See, also, "Top of Nothing, Lead from the.")

Playing strong suits up and weak suits down is based on a fundamental principle of the game—that of sacrificing weak suits to the partner and keeping strong suits in your own hand. This is the underlying principle of the "top-of-nothing" game.— *R. F. Foster* [*S. O.*], *New York Sun*, *December 12, 1897.*

Value of Good Play.—It was to ascertain the value of good play as opposed to bad that "Cavendish" and his friends, in 1857, undertook an experiment which proved to be the beginning of duplicate whist (*q. v.*). This mode of play is the best test yet devised, although the value of good play must also, to a certain extent, manifest itself in the long run in straight whist. For instance, out of 30,668 rubbers, played from January, 1860, to December, 1878, "Cavendish" gained in all 4431 points, and Proctor, commenting on this, says it is practically impossible that so large a balance in his favor should be due to mere chance. The difference must have been due to good play. (See, also, "Chances at Whist," and "Skill.")

Varian, S. T.—The inventor of "whist cards for practice" upon which a patent was granted him, June 13, 1893. In that year he became greatly interested in the modern scientific game, and especially American leads, and made notes in a condensed form for his own use. These he subsequently published in 47-page form, under the name of "American Whist Condensed." Mr. Varian resides at East Orange, N. J. (See, "Whist Patents.")

Vautré, Baron de.—A French whist-player and author, whose book, "Génie du Whist," was published in 1843. In this book he announces that he teaches the mode of playing with twenty-six cards, and not with thirteen; in other words, he inculcated partnership play, being one of the very first to recognize its great value. He was a general in the French army—it is thought the same artillery officer who composed the first rhyming rules which inspired Dr. Pole to make his famous effort in English. (See, "Rhyming Rules.")

General de Vautré, author of a treatise on "Le Génie du Whist," was prominent among whist-players, but this distinction brought its pain with it. The drop of bitterness which rises from the midst of the fountain of bliss, seemed to spoil the whole draught. He used bitterly to complain that more than one of his friends declined to sit down at the same card-table with him, and the reason which they gave was: "If I am your partner I get scolded; as your adversary I lose."—*W. P. Courtney* [*L+O.*], "*English Whist.*"

Vice-Tenace. — A combination of cards which will become a tenace in effect if certain cards fall on the first round of the suit; as, ace, jack; ace, ten, etc. So named by Val. W. Starnes in his "Short-Suit Whist."

Vienna Grand Coup.—The story goes that one of the most celebrated whist-players of Vienna, while playing a game of double-dummy in one of the clubs of that city, had a phenomenal hand dealt to him, which led to a curious bet. The deal was as follows:

A'S HAND.	B'S HAND.
♠ A, 2.	♠ J, 10, 6.
♡ 6.	♡ A, K, Q, J, 2.
♣ A, K, Q, 5.	♣ 6, 4, 3.
◇ A, Q, 6, 5, 4, 2.	◇ 8, 3.

Y'S HAND.	Z'S HAND.
♠ K, 8.	♠ 9, 7, 5, 4, 3, 2.
♡ 10, 9, 5, 4, 3.	♡ 8, 7.
♣ 8, 7, 2.	♣ J, 10, 9.
◇ J, 10, 7.	◇ K, 9.

The ten of clubs was turned by Z. On seeing the cards exposed the gentleman who had to play the hands A–B exclaimed, "I shall make, with my dummy, all the thirteen tricks." There were large bets made on the game, as all of Y and Z's suits were guarded with the exception of trumps. A, however, won, the play being as follows (the underlined card winning the trick, and the card under it being led next):

Tricks.	A	Y	B	Z
1	♣ A	♣ 2	♣ 3	♣ 9
2	♣ K	♣ 7	♣ 4	♣ 10
3	♣ Q	♣ 8	♣ 6	♣ J
4	♣ 5	♡ 3	3 ◇	♡ 7
5	A ♠	8 ♠	6 ♠	2 ♠
6	♡ 6	♡ 4	♡ J	♡ 8
7	Q ♠	♡ 5	♡ A	3 ♠
8	2 ◇	♡ 9	♡ K	4 ♠
9	4 ◇	♡ 10	♡ Q	5 ♠
10	5 ◇	8 ◇	♡ 2	7 ♠
11	Q ◇	10 ◇	7 ◇	9 ◇
12	A ◇	J ◇	10 ♠	K ◇
13	6 ◇	K ♠	J ♠	9 ♠

The key to this problem, interesting as having occurred in actual play—though we venture to demur to the statement that the holder of the winning hands said he should make every trick *as soon as he had seen the hands*—consists in forcing the opposite hands to discard from one or other of the suits which seem to be perfectly guarded. A takes out three rounds in trumps, then leads his small trump. If now second player discards either a spade or a diamond there is no difficulty, as he thereby unguards the suit from which he discards. If second player discards a heart at the fourth round he equally unguards that suit, but owing to the position of the other two suits it would not do for A now to lead a heart. He must first lead the ace of spades, then a heart, discarding queen of spades at first opportunity. The rest is obvious. One of the features of this double-dummy puzzle is that it is easy to suppose one has solved it when one really has not.—*R. A. Proctor* [*L. O.*], "*How to Play Whist.*"

Visiting Team.—The challengers in a whist match. They must meet the challenged team upon the latter's ground. The latter is usually spoken of as the home team.

Void.—Having failed to receive any cards of a certain suit in the deal, a player is said to be void in that suit. When he has played all that were dealt to him, he is exhausted.

Wager-Smith, Mrs. Elizabeth.—A graceful and versatile writer on whist subjects (chiefly historical), and one of the leaders in the woman's whist movement in Philadelphia. Mrs. Wager-Smith played whist as a child, and was selected by three elderly whist-players as worthy of their attention. General Thomas Besant was her partner and coach, and so well was she drilled in the game that she was always chosen as a partner by those who knew her play. This continued later in her search for health in Illinois, Boston, Canada, Florida, and elsewhere. She first studied American leads in Texas, in 1889, and joined a ladies' whist club there, making the highest score of the season. She was threatened with loss of sight in 1894, and this

stopped all whist activity for a time.

Mrs. Wager-Smith organized the Kate Wheelock Whist Club, of Philadelphia, and represented that club at the first congress of the Woman's Whist League, in whose organization she was also active. She wrote and published in the Philadelphia *Inquirer*, in October, 1896, an appeal to the whist-playing women of the city to call an initial meeting with the object of forming a league. She has given innumerable talks to players, and written on the literary side of whist and its history for the *Inquirer*, *Bulletin*, *Press*, and *Times*, of Philadelphia. She is also a regular contributor to *Whist*.

Waiting Game.—One of the chief forms of short-suit strategy, especially when the player holds tenace strength; the tenace game. Generally speaking, a backward game; the game of the weak hand; a defensive game.

Wallace, Mrs. Henry Edward.—Among the many women who devote their talents to the advancement of whist, Mrs. Wallace (widely known through her writings on the game as Margaretta Wetherill Wallace) occupies an eminent place. She is equally at home in prose and verse, and is also well and favorably known as a whist-teacher. She had played whist for twenty years, when, in 1893, she began its scientific study. After taking four or five lessons she had so thoroughly mastered the modern ideas on the game that she wrote her "American Leads in Rhyme" (see, "Rhyming Rules") to help a friend who had found difficulty in learning the leads from the books. The rhymes were printed for private circulation among friends, and subsequently found their way into the press, and were reprinted in many cities.

Possessing the gift of versification and a ready wit, Mrs. Wallace next turned her attention to composing satirical rhymes on the fads of the day and the idiosyncrasies of modern whist-players, always aiming at principles, however, rather than at individuals. Her humorous skits were published from time to time in *Whist*, beginning with 1894, and were largely copied in other journals devoting space to the game. She commenced her prose writing on the game in 1894, in a series of articles written for the New York *Sunday Herald*, and in 1896 was asked to take Miss Gertrude E. Clapp's place as a contributor to *Vogue*, the latter being too busy with her whist teaching to continue to furnish articles. Mrs. Wallace began by a series of very acceptable articles, containing a course of instruction for beginners. She wrote her first article on whist for the New York *Evening Post* in January, 1896, and was special correspondent for that journal at the sixth and seventh annual congresses of the American Whist League, and also at the first congress of the Woman's Whist League, in Philadelphia, in 1897. She has written a regular weekly column on whist for the *Post* ever since the sixth congress, her whist department being continued the year round. In the summer of 1897 she wrote, by special rqeuest, a series of articles, giving defensive play, etc., against the short-suit game. She was the first woman in the United States who assumed the responsibility of writing on the technicalities of whist.

Mrs. Wallace began teaching whist, for love of the game, in 1894, her object being to develop

whist in Staten Island (her residence is at New Brighton). She began teaching regularly in 1896, and had thirty-five pupils in 1897. In October of that year she organized the Kate Wheelock Whist Club, of Staten Island, of which she is president. She has also been recently made a member of the Woman's Whist Club, of Brooklyn. She entered the woman's pair championship contest at the Woman's Whist League congress, in April, 1897, playing for Staten Island, with Mrs. Sidney F. Rawson for partner. They qualified for the finals in that event with the highest score of any competing pair, tied with Boston for first place, and lost the match by one trick, taking second prize. It was the largest whist match on record, there being 112 pairs engaged.

Mrs. Wallace teaches, plays, and believes in the strict long-suit game and American leads. On February 22, 1897, she was elected an associate member of the American Whist League.

Walton, John M.—Second president of the American Whist League, was born in Stroudsburg, Pa., June 24, 1842. He was educated in the Moravian school at Lititz, Lancaster county. In 1867 he was appointed second lieutenant of the Fourth United States Cavalry, and retired as first lieutenant in 1878, the result of disabilities received in active service on the frontier. He subsequently served for thirteen years in the Common Council of Philadelphia, and, in 1895, was made City Controller, which position he occupies at the present writing (1897).

Captain Walton took a prominent part in the proceedings of the first congress of the American Whist League, at Milwaukee, in 1891, and contributed largely to the success of that now historic gathering. "In the debate upon the code," says *Whist*, "he gave the closest attention, and was able to bring to the aid of the congress a wide and varied experience, and a judgment that was remarkably logical and correct." He was one of the delegates to the congress from the famous Hamilton Club, of Philadelphia, the others being E. Price Townsend (president), Eugene L. Ellison, and William S. Kimball.

So long as Eugene S. Elliott, the founder of the American Whist League, could be prevailed upon to accept he was annually re-elected as the head of the organization, but in 1894 he positively refused to allow his name to be presented again, and the choice immediately and unanimously fell upon Captain Walton. As the chief executive officer of the League he did much to advance the cause of good whist, and the sentiments and advice contained in his annual address, it is to be hoped, will always be remembered and heeded by American whist-players.

Captain Walton has been a whist-player for many years. He first became interested in the game about the year 1870, while serving on the frontier. While the duties of official life tie him down to a daily routine, and preclude his participation in whist events away from home, he manages pretty regularly to play his evening rubber (or, perhaps more strictly speaking, game) at the Hamilton Club, of which he is one of the founders and vice-president. Whist is his chief relaxation from the cares and labors of the day. The Hamilton Club House, by the way, is said to be the finest in this country devoted entirely to whist. It is

situated on Forty-first street, near Spruce, and was built in 1889 from designs drawn by one of its own members — William H. Kimball. Here Captain Walton and his fellow-members are always ready to extend a cordial welcome to visiting whist-players, and here, too, some of the most famous of whist-players regularly congregate.

Washington Trophy.—A trophy presented to the Woman's Whist League at the first annual congress, Philadelphia, 1897, by the women of Washington. The trophy is in the shape of a silver shield, crowned with card emblems, beautifully enameled, and inscribed: "1897. The Washington Trophy, W. W. L., Championship Won by Fours." It is to be competed for at each annual congress of the League, and must be won three times in order to entitle the winners to permanent possession. At the first congress of the League, in April, 1897, it was won by the team of four from the Trist Whist Club, of Philadelphia—Mrs. Frank Samuel, Mrs. Rodman Wister, Mrs. Eugene L. Ellison, and Mrs. Harry Toulmin.

Weak Move.—A misplay based on an error of judgment, which gives the opposite side an advantage. For instance, it is a weak move to lead from ace and king with no other cards in suit. It is a weak move to force your partner, if you are weak in trumps.

The prettiest games, both at chess and whist, arise from a weak move of the adversary.—*Westminster Papers* [*L+O.*].

Weakness.—The poor quality of a hand at whist which makes it inadvisable for the holder to play an open, aggressive game; lack of high cards and trumps necessary to win. Mathews, as early as 1804, said: "Conceal weakness as far as possible."

Weakness, as soon as learned by the adversaries, must be taken advantage of in their play. The strategy of weakness, therefore, is concealment, as long as possible, from the opposing players, a reliance on partner to take the initiative, and a readiness to sacrifice the weak hand in an endeavor to benefit him.

Lead to the weakness of your right-hand adversary. We have seen fairly good whist-players, in great number, just fall short of a strong game by failing to appreciate the tremendous advantage of this truth.—*Cassius M. Paine* [*L. A.*], *Whist, November, 1892.*

Weak Suit.—A suit which is devoid, or nearly so, of high cards, and is very poorly suited for an opening lead. A suit may be weak in the number as well as the quality of the cards held in it. On the other hand, a long suit may be much weaker than a shorter suit containing high cards. Weak suits are generally the most vulnerable points of attack. (See, "Short Suit.")

There is no information at whist more useful than that which tells where the weak suits of the enemy lie.—*R. A. Proctor* [*L. O.*].

West.—The player who is the partner of east, at duplicate whist; the fourth hand, or "Z," on the first round of a game.

"Westminster Papers."—A monthly journal devoted to whist, as well as chess and other games, which was owned and edited for eleven years by Charles Mossop. It was first started in the interest of chess, but whist was made its main feature when Mr. Mossop was placed in control, which was shortly after its birth, the first number being issued

in April, 1868. The contributors were mainly from the Westminster Chess Club, which had rooms in the Caledonia Hotel, Adelphi Terrace, London, but in the course of its brilliant career contributions, we are told, also came to it "from India, Siberia, Jamaica, Pernambuco, with a host of communications from the United States." The journal was discontinued by Mr. Mossop, in 1879, owing to his entrance upon public office, which claimed all his time.

Wheelock, Miss Kate.—The first woman to teach whist professionally in America; also, the leading whist-player as well as teacher among her sex, and a whist author of note. She is a native of Green Bay, Wis., but was a resident of Milwaukee when, in the year 1886, she first gave evidence of her remarkable aptitude for teaching. In response to our request for an accurate account of her first experiences, and her career as a teacher, up to that time, she said, in 1895:

"I belonged to a whist circle composed of twelve ladies, which met one afternoon in each week. Three of the members were considered good players, myself among them, and we soon found ourselves in the position of acting as instructors for the rest. The royal road to learning proved pleasant, and it was suggested that we place it upon a professional basis. Having had more experience in business than the others, I was chosen as instructor. At first I refused the offer, but later accepted, and was fortunate enough to interest my pupils. As they began to realize the intellectual part of the game, they soon discovered it was not merely an idle pastime, but quite the contrary. My classes multiplied, and soon I had more than I could teach. Miss Gardner, of Boston, began teaching the game in the East at nearly the same time. At that time the teaching of whist was almost unheard of, as it had not been taught for nearly a hundred and fifty years, or since the time of Hoyle. When it was revived it opened up a new avenue of work, peculiarly suited to women, so that at present there are many instructors of whist.

"My personal experience has been delightful. After teaching in Milwaukee four years, I began, in the fifth year, to devote one day in the week to Chicago, and after a few weeks discovered that it would be wise to permanently remove there. My teaching, both in Milwaukee and Chicago, was done very quietly, having four in a class, and teaching in the home of one of my pupils. I taught both men and women, having more women than men. Within the past eighteen months, I have twice taught in most of the principal cities from the Atlantic to the Pacific, as well as in many of the smaller ones."

On January 19, 1893, Miss Wheelock was made an associate member of the American Whist League—a high tribute to her skill, as she was the first woman so honored. At the third congress, in Chicago, in 1893, she played in one of the whist matches with Walter H. Barney as partner, and in the next congress, at Philadelphia, she again played, winning second place in a match with Robert H. Weems as partner.

The first one of her tours across the continent occurred early in 1894, and in San Francisco her pupils outnumbered those in the East. She relates an incident which illustrates how her reputation as a teacher and player had preceded her. Tired and travel-worn,

she reached Portland, Oregon. No preparation had been made for her coming—and, as she expressed it: "I did not know a soul in the place; so you can imagine how I felt when I found away off there a club, composed of sixty women, called the Kate Wheelock. It was the most touching compliment I ever had paid me." Many other clubs have since been named in her honor.

Miss Wheelock has taught in every State in the Union from the Atlantic to the Pacific, her pupils numbering over four thousand. After her first California tour was ended, she first gave lessons in Brooklyn, then in Philadelphia. She made a second trip to the Pacific coast in 1895, traveling from the extreme southern point, San Diego, to Portland, Oregon. It was upon the termination of her stay in San Francisco at that time that her pupils presented her with the ruby and diamond ring which she always wears, while her Oakland scholars gave her a pin consisting of a four-leaved clover set in pearls and diamonds.

The title of "the whist queen," by which she is popularly known, was conferred on her by "Cavendish," with whom she played in Boston, during his first American tour, in 1893. The great esteem in which she is held by the members of the American Whist League, in whose interests she has been an earnest and indefatigable worker, will appear from the following incident. At the fifth congress of the League, at Minneapolis, in 1895, Ex-President Eugene S. Elliott said: "I was told, just before rising, that the 'daughter of the League,' Miss Kate Wheelock, desired me to speak, which reminds me that the 'daughter of the League' is about leaving us for Europe, where she will meet our honorary members, 'Cavendish,' Pole, and Drayson, and I move you that, by her hands, we send the regrets of this congress that they are unable to be present, together with assurances of our esteem and sincere regard." This was loudly applauded and unanimously adopted. Miss Wheelock delivered the greeting in due time, and that she also made a most pleasing impression in England is shown by the following extract from a letter of regret at his inability to come over and attend the next congress of the League, sent by General A. W. Drayson: "It would really be worth a trip to America to see Miss Kate Wheelock, whom I had the honor of meeting here, and whose intellectual intensity was delightful."

Besides the American Whist League, the Pacific Coast Whist Association and the New England Whist Association have also elected Miss Wheelock an associate member. She is an honorary member of a large number of whist clubs throughout the country.

In the line of whist authorship she made her first beginning with a small whist catechism, entitled, "The Fundamental Principles and Rules of Modern American Whist Explained and Compiled by a Milwaukee Lady." It was published anonymously, in 1887, by the passenger department of the Chicago, Milwaukee, and St. Paul Railroad, and ran through three editions of many thousands of copies in the aggregate. Her next effort was "Whist Rules," published in 1896, in which her ideas were set forth in a manner that largely reflected her method of teaching, based on the long-suit game, with American leads and other modern conventions. The idea was to supply a book of in-

structions especially adapted to the wants of women whist-players, and it met with great favor, so that a new and partially revised edition was published in the fall of 1897.

The question, How does Miss Wheelock teach whist? is one that is of interest to every lover of whist. In addition to her pupils, other teachers are frequently among her listeners, and are always freely welcomed by her. She believes in making knowledge accessible to all, and always has a word of encouragement for those who try to learn, and properly fit themselves for the instruction of others. In order that an authentic and permanent record of her method of teaching might be made, we recently asked Miss Wheelock to give us her own description, which she did, as follows:

"At present (1898) I teach four, six, and eight pupils at a time, and, upon rare occasions, twelve and sixteen. My method of instructing them varies according to their advancement. If beginners, I first teach them when the trump and plain suits are led the same; then the rules for the five high cards, and fourth-best card lead. After dealing certain hands, they are required to find the suit and card to lead. I always give the reason for the rule. After a time the four at table begin playing a hand, applying the rules they know; and then second and third-hand plays, and rules for returning partner's suit, etc., are started. As my pupils advance I give them during the lesson, besides the hands they deal, a few hands selected for the purpose of illustrating some point in play which they have recently been taught, as well as to begin their inference drawing.

"With those who are more than moderate players I can discuss the innovations of the day, not ignoring the fact that from them some good will come; but my advice is not to try them until the expert players, and those in authority, have proven which are trick-winners. One of the best selected hands I have is taken from 'Whist With and Without Perception,' by 'B. W. D.' and 'Cavendish.' It is hand number one, with two variations."

We give the play of the hand herewith in one table, without the extended comments which may be found in the book. Miss Wheelock employs the method of the book, which is to expose Y's hand first, and then show the play, trick by trick, with explanations and the weighing of probabilities, pro and con, as to the cards in the other hands. The hand as played in its entirety, the first time, shows how tricks may be lost through want of perception, without any ridiculously bad play. The three of clubs is turned by Z:

Tricks.	A	Y	B	Z
1	Q ♢	K ♢	A ♢	6 ♢
2	♣ Q	♣ 4	♣ 2	♣ 3
3	♣ 7	♣ 9	♣ K	♣ A
4	2 ♠	Q ♠	K ♠	6 ♠
5	10 ♢	♣ 10	7 ♢	8 ♢
6	7 ♠	A ♠	3 ♠	8 ♠
7	♡ 2	4 ♠	5 ♠	10 ♠
8	♡ 4	9 ♠	♣ 6	J ♠
9	3 ♢	♣ J	♣ 8	♣ 5
10	♡ 9	♡ 5	♡ A	♡ 8
11	J ♢	♡ 6	2 ♢	9 ♢
12	5 ♢	♡ 7	♡ 3	♡ 10
13	4 ♢	♡ Q	♡ J	♡ K

Score: A-B, 8; Y-Z, 5.

Y has played the hand fairly well, and drawn certain inferences correctly, but he has failed in the higher whist strategy of putting his information together with intelligence, and loses two where he ought to win the odd trick, as will appear when the hand is played with perception, beginning with the fifth trick, where B leads:

Tricks.	A	Y	B	Z
5	10 ♢	♡ 5	7 ♢	8 ♢
6	J ♢	♣ 10	2 ♢	9 ♢
7	7 ♠	A ♠	3 ♠	8 ♠
8	3 ♢	♣ J	♣ 6	♣ 5
9	4 ♢	4 ♠	5 ♠	10 ♠
10	5 ♢	9 ♠	♣ 8	J ♠
11	♡ 9	♡ Q	♡ 3	♡ 8
12	♡ 2	♡ 7	♡ J	♡ K
13	♡ 4	♡ 6	♡ A	♡ 10

Score: A–B, 6; Y–Z, 7.

The second variation, again commencing with trick five, is as follows, B leading, as before:

Tricks.	A	Y	B	Z
5	♡ 2	♣ 10	♣ 6	♣ 5
6	7 ♠	A ♠	3 ♠	8 ♠
7	♡ 4	4 ♠	5 ♠	10 ♠
8	3 ♢	9 ♠	♣ 8	J ♠
9	10 ♢	♡ 5	7 ♢	8 ♢
10	J ♢	♣ J	2 ♢	9 ♢
11	♡ 9	♡ Q	♡ 3	♡ 8
12	4 ♢	♡ 7	♡ J	♡ K
13	5 ♢	♡ 6	♡ A	♡ 10

Score: A–B, 6, Y–Z, 7.

"Nearly four years ago," continues Miss Wheelock, "I conceived the idea of departing from the present method of teaching whist for beginners. Instead of dealing hands for them to play at a table, I proposed substituting stereopticon pictures, which should illustrate my lectures. I feel sure I can instruct more beginners within a given time, by means of lectures illustrated with fac-simile whist-hands thrown upon a screen, than in any other way. When I was in Portland, Ore., in April, 1895, Miss Annie Blanche Shelby urged me to give the lectures in the club-room offered me by the men. At first it did not seem possible for me to make the lectures interesting without the pictures, but I consented to try, and gave three. They were successful, and convinced me that the line I was working on is a good one. I repeated with success the same lectures in Seattle, Washington. But it was not until the spring of 1896 that I had good results in the way of pictures. Being new to the photographers, the progress made was necessarily slow. At one of the homes in Morristown, N. J., in 1896, I gave the first talk with the pictures, and was pleased to discover that, with the colored fac-similes of the cards thrown upon the screen for the pupils to look at, I could get much better answers to my questions than at the table.

"At Providence, in March, 1897, I gave the first public lecture under the auspices of the Athletic Club, and the following April gave a lecture in Brooklyn, dividing the proceeds with a charity which the patronesses of the lecture were interested in. While the pictures and lectures were successful, it will be nearly another year before I can get my plan in full working order, just as I wish it. I have it ready for beginners, and use it in my class work, but I want it for ad-

vanced players as well. I want one hand exposed, and each card played on the screen, the trick to disappear and another to be started, as in regular play. With the little time I have at my disposal, it is hard to tell when it will be completed."

The idea is a most ingenious, original, and important one. It promises so much for the better instruction of whist pupils that we sincerely hope Miss Wheelock will not fail to push it to completion. In these days of kinetoscopes, biographs, and various other kinds of moving pictures, it certainly seems feasible to throw the cards of a hand upon a screen, in their natural colors and in their proper order of play. The whistograph (if we may be permitted so to name it) is the invention of Miss Wheelock, and must be perfected for the glory and advancement of the game. We had the pleasure of inspecting her present mode of throwing the hands upon the screen, during her fall term of instruction in Philadelphia, in November, 1897, and while the idea is as yet only carried out on a limited scale for beginners, it is extremely attractive, commands attention at once, and impresses upon the beholder in the strongest manner the cards, situations, and plays referred to in her lecture. It marks a distinct advance in the art of teaching whist.

Miss Wheelock's method of teaching is her own; the whist she teaches is that of "Cavendish."—*Whist* [*L. A.*], *July, 1891.*

Miss Wheelock has since earned a very wide reputation. * * * She has turned out many distinguished pupils, and is known by the name of the "whist queen."—*William Pole* [*L. A+*], "*Evolution of Whist.*"

"Daughter of the league" and the "whist queen," as she was first called by "Cavendish," are the two names by which Miss Kate Wheelock is universally known. Her reputation as a woman whist-player is unquestioned, and no higher compliment can be paid to one of her sex than to tell such a one that she plays just as strong a game as Kate Wheelock.

The pioneer in teaching the game, her perseverance made easy the path for others to follow. Her success as a teacher is largely due to the fact that she possesses a peculiar talent for imparting knowledge, added to what General Drayson, in speaking of her, calls "her intellectual intensity." Her charm of manner, great personal magnetism, and simplicity of character, are among the attributes that have assured her success as a teacher, and made her beloved as a woman.

With a singular modesty in one who stands high in the esteem of such masters at whist as "Cavendish," Trist, and Drayson, and who is eagerly sought as a partner, Miss Wheelock claims that her forte lies not in playing, but in teaching.—*Margaretta Wetherill Wallace* [*L. A.*], *Vogue, January and July, 1897.*

"Whisk and Swabbers."—A name given to one of the primitive forms of whist. The "swabbers" consisted of the ace of hearts, the jack of clubs, and the ace and deuce of the trump suit. (See, "Whist, History of.")

Whist.—A game of cards of English origin gradually evolved from several older games which succeeded each other under the name of triumph, trump, ruff and honours, whisk and swabbers, whisk, and, finally, whist. Most dictionaries correctly agree with Webster and Worcester that whist is so called because of its requiring silence and close attention. The Century Dictionary and some other authorities say this is an error, because the game was originally called whisk, in allusion to the rapid action or sweeping of the cards from the table as the tricks were won. This seeming contradiction can easily be harmonized if we bear in mind the evolution of the game and the fact that when whist was as yet only whisk, it was undoubtedly played with the rapid

and boisterous action which characterized the latter. But in its later development, when whisk became whist, and was lifted from its tavern surroundings, it no longer meant whisk, but whist, and was no longer played as whisk, but whist. In other words, the new game required a new name, and the new name hit upon, by design or accident, was the best that could possibly have been selected. It meant that henceforth silence and close attention were necessary for its proper play. And this is more than ever true to-day, when whist is held by some to be not only an art, but a fine art, as well as a science. (See, also, "Whist, History of.")

Rudiments of the Game.—For the benefit of the novice we may state that whist is played with a full pack of fifty-two cards, by four persons, two of them as partners against the other two, also partners. Partnership is determined by agreement or cutting. If by agreement, two players, one on each side, cut for deal; if by cutting, the two who cut the lowest cards become partners, and the first deal belongs to the player who cut the lowest card. Two packs, of different color or pattern, are generally used in dealing, one by each pair of partners. This saves time, one pack being shuffled while the other is being dealt. At the clubs the use of two packs is an invariable rule.

After the pack is shuffled, the player on the right of the dealer cuts, and the dealer, beginning with the player on his left, deals one card at a time to each player till the pack is exhausted, the last card being turned up on the table at his right hand, where it must remain until it is his turn to play to the first trick. This card is known as the trump card, and the suit to which it belongs is the trump suit; the other three suits are known as plain suits.

The thirteen cards belonging to each player are known as his hand, and the term is also applied to the player himself; as, "second hand," "third hand," "fourth hand." The eldest hand, or player on the left of the dealer, begins the play by placing one of his cards, face upward, upon the table. The three other players each play a card to it in rotation, commencing with the second hand, or player to the left of the leader, the dealer being the last to play. Each is obliged to follow suit—that is, play the suit which was led, if he can—the failure to do so being known as a revoke, and involving a penalty. If a player is unable to follow suit he is at liberty to play any other card he pleases. The highest card of the suit led, or the highest trump played, takes the trick. The trick is gathered by the partner of the winner; the four cards are made into a packet, and placed, face downward, at his left hand, on the table. The tricks are laid one upon another, but a little overlapping, so that they may be easily counted. The winner of the first trick becomes the leader, and the routine is continued until all the cards are played.

Inasmuch as the pack consists of fifty-two cards, and four cards constitute a trick, there are thirteen tricks in all. A game, in America, consists of seven points, and each trick above six counts a point upon the score, the score being the record of the number of points thus made. The nearest approach to an equal division is six points to one side and seven to the other. In such case the latter are said to score the odd trick. If the tricks are less evenly divided the winners score

two, three, or more points, as the case may be. In the rare event of either party winning all thirteen tricks they score seven by tricks, and their performance in such case is known as a slam. Sometimes players prefer to play a certain number of hands during an evening, or sitting, and to keep a record of all the tricks won and lost by each side, the side having the highest score winning. Where more than one table is engaged in such contest, as in a club in which ladies and gentlemen meet socially and play, prizes are frequently awarded to the couple making the best score.

In play, the ace is the highest card; the king, queen, jack, and ten being also high cards; the nine to two inclusive are low cards. The ace, king, queen, and jack of trumps are called honors, but have no special value as such in the American game. (For information concerning laws, penalties, etc., see, "Laws of Whist.")

After the hands have been dealt, arrange the cards in each suit, according to their value from lowest to highest, for convenience, and in order to avoid mistakes. Then count your cards and see that you have the full number you are entitled to. Practice will enable you to attend to these little details with much less loss of time than is occasioned by a player who holds his cards all mixed up, and is continually fumbling them over to see what he has.

The Lead, or Play of First Hand.—You are now prepared to lead, or to play to a lead made by some one else. The opening lead is especially important, as it conveys information to partner, and largely determines the character of the game, whether bold or cautious, offensive or defensive.

Your first, or original, lead should, as a rule, be made from your longest or strongest suit. Pole, "Cavendish," and other advocates of the long-suit game, particularly favor the longest suit, and never lead from a suit of less than four cards if they can possibly help it. For exceptional cases, what are known as forced leads are provided. These are made from short suits—*i. e.*, suits containing three cards or less. Some players make frequent use of leads from short suits, and are known as short-suiters. The beginner will do well first to master the long-suit game, which is the fundamental method of playing whist. (See, also, "Long-Suit Game," "Short-Suit Game," and "Strengthening Cards.")

In a general way, we may give the following advice: Your first, or original, lead should be from your strongest suit. Should you have *six or more trumps* in a suit, lead them first of all. Your next choice would be to lead from *five trumps*, unless they are low, and you have no good cards in your other suits. The next best lead would be from *four trumps*, providing you have at least two plain suits containing high cards. If you have none of the above combinations, lead from your *best plain suit* of five cards or more. Not having such, the next most desirable lead would be from *four trumps*, with three cards in each of your plain suits, especially if your trumps are high ones. Your next best choice is to lead your *best four-card suit*. If the four cards are low ones, and you have no strength in trumps, lead from your *best three-card suit* in preference.

If your best suit was opened by your right hand adversary, before you had a chance to lead it, lead from your next best suit.

Never lead a singleton as an original lead from plain suits until you have advanced far enough in the game to be able to set all rules aside in exceptional or critical situations. In trumps, it is sometimes considered permissible to lead a singleton if the rest of the hand contains very high cards in all plain suits.

In opening your long suit, as the first hand or original leader, you should lead your cards, first and second round, in a manner that will convey positive information to your partner concerning your hand, in order that he may shape his play accordingly. You can do this by means of what are known as the old leads (*q. v.*), or the American leads (*q. v.*). The latter are very extensively used in this country. By their means you accurately tell your partner the number and character of the cards in your best suit. Whist is a partnership game, and can best be played by utilizing the resources of both hands, each player playing not only the thirteen cards in his own hand, but, as far as possible, the twenty-six cards embraced in the partnership. The one who has the stronger hand takes the initiative, and the other assists him all he can.

Having led from your best suit you continue to do so unless it should be found disastrous; as, for instance, if an adversary is out of the suit and ready to trump it, or partner is weak and right-hand adversary stronger than you. In abandoning the suit you can lead from four trumps to prevent adversary from trumping in; or lead from your next best suit; or return your partner's suit if he has led; or lead a suit opened by your left-hand opponent, if right-hand opponent appears weak in it; or, if weak in trumps, as a last resort, lead a singleton or the remaining card of a suit which has been around but once.

In returning partner's lead, play the master card at once, if you hold it; otherwise, indicate your own best suit by leading from it before returning his lead, unless you have but one card of his suit left, and wish to trump it. With an original suit of three or less, you return partner your best, and with four or more you return your lowest. Return his trump-lead, or lead trumps in response to his signal, at the very first opportunity. (See, "Trump Signal.")

Play of Second Hand.—Second hand low is a general rule which it is well for beginners to follow, but there are important exceptions to it. Among these are the following: If you hold the master card, take the trick. If you hold a sequence of high cards, put the lowest of the sequence on a high card led. Cover an honor led with the ace, if you hold it. If you hold king, queen, or jack, and one small card only, cover an original lead of a nine or higher card; otherwise, play low. In case a low card is led, play a high card if you hold an original combination from which a high-card lead is proper; otherwise, play low. The foregoing exceptions apply equally to plain suits and trumps, except that in trumps a more backward game is played, as trumps win on their merits at any time.

If strong enough in trumps to lead them, were you in a position to do so, it is generally right to signal to partner.

If you are strong in trumps, refrain from trumping a doubtful trick, second hand, which will be understood by partner as a signal to lead them; but if you have but few trumps, use them freely in trumping plain suits. With great

trump strength (holding six or more), trump in and then lead trumps.

Play of Third Hand.—Third hand high is a good general rule to follow. On partner's lead of a low card from a strong suit, you play your highest card (or the lowest of a sequence of high cards). There are exceptions, however, and among these are the following: With ace, queen, jack, and low, you finesse with the jack; and with ace, queen, and low, you finesse with the queen. You do this hoping that the next higher cards are on your right, and that if you win the trick you can lead your highest and probably make a gain thereby.

On partner's lead of a high card you generally play low, except that if you hold the ace and he leads the ten, you cover with the ace. If the second hand plays over partner's lead you, of course, try to play higher.

In general you must strive to win the trick, if not already secured by partner's lead, but take it as cheaply as possible. Also remember to get rid of your high cards in your partner's suit, as soon as possible, in order that you may not block it for him. (See, "Unblocking.") It is well to retain a small card in partner's strong suit, so as to be able to lead it to him as a card of re-entry, should he need it in order to regain the lead.

On the second round of a suit it is generally safer to play the winning card than to finesse.

Play of the Fourth Hand.—The fourth player has, with few exceptions, merely to win the trick, if against him, and should win it as cheaply as possible; if unable to take the trick, play a low card, unless calling for trumps. Having none of the suit led, trump the trick, if against you; otherwise, discard. The exceptions to the general play for the fourth hand occur in advanced strategy, when, during the progress of the game, the position of the cards calls for some special play; as, refusing to take the trick in order to place the lead with your opponents, to your or partner's advantage; or, playing a high card on a higher led to avoid taking a subsequent trick for the same reason, or so as not to block partner's suit. At times, however, it may be policy for you to take the trick already partner's, so as to get high cards out of his way, or so as to give you the lead when it is important for you to have it.

Concerning the Discard.—When you cannot follow suit, and do not wish to trump, or cannot trump, you must discard from some plain suit other than the one led. The general rule is to discard first from your weakest suit, unless the opponents have shown superiority in trumps by leading or calling for them, when your first discard should be from your best-protected suit, generally your strongest. Discards after the first require skill and judgment, and should be for the purpose of protecting and strengthening the hand as much as possible.

When you are obliged to discard from a suit of which you have entire command, you inform partner of the fact by discarding your best card. The discard of the second-best card of a suit indicates that you have no more of that suit.

In discarding, do not unguard an honor, as it might be made to take a trick. Do not leave an ace blank or bare, as by so doing you may block partner's suit or find yourself obliged to take a trick when it would be better for partner to do so and get the lead. Do not discard a singleton early in the game, as you

may need it to play to partner and give him the lead.

Management of Trumps.—The special uses of trumps are: (1) To exhaust and disarm your opponents, and prevent them from trumping your winning cards. (2) To trump in and take the trick from the adversaries. (3) To obtain the lead. (4) To stop a cross-ruff. (5) To play the same as plain suits for the purpose of making tricks.

When you are strong in trumps, but do not have a chance to lead, give the trump signal, or call, to partner by playing an unnecessarily high card followed by a lower one. (See, "Trump Signal.") When partner signals for trumps, lead them at the first opportunity; and if you hold four or more, inform him by means of the echo. (See, "Echo.")

Here are some trump maxims which should always be borne in mind:

Force your partner, if you are strong in trumps, or he is weak, the idea being to enable him to take tricks with his trumps, which otherwise would be lost when trumps are led.

Do not trump a doubtful trick, if strong in trumps; use them to exhaust opponents' trumps.

Force a strong trump hand of the adversary.

Stop leading trumps when an adversary has renounced, and then endeavor to make your own and partner's trumps separately.

Lead from three trumps or less to stop a cross-ruff.

Finesse deeply in trumps.

With three trumps or less, trump freely.

Do not forget to return partner's trump-lead as soon as possible.

There is as much art in whist as in diplomacy.—*Prince Metternich.*

Whist is a language, and every card played an intelligent sentence.—*James Clay* [*L. O+*].

Whist is a game of calculation, observation, and position or tenace.—*Thomas Mathews* [*L. O.*].

Whist, sir, is wide as the world; 'tis an accomplishment like breathing.—*Robert Louis Stevenson.*

The greatest pleasure in life is winning at whist; the next greatest pleasure, losing.—*Major Aubrey.*

Whist is the gentleman's game, the scholar's recreation, the thoughtful man's amusement.—*C. E. Coffin* [*L. A.*].

Whist is the best game of mingled skill and chance ever devised. All others, by comparison, are within narrow bounds. —*G. W. Pettes* [*L. A. P.*].

Whist, properly played, is the finest of all card games; perhaps—not even excepting chess—the finest of all sedentary games.—*R. A. Proctor* [*L. O.*].

Whist, as now practiced, after nearly three centuries of elaboration, stands unrivaled at the head of all indoor recreations.—*William Pole* [*L. A+*].

Whist is assuming the position of a great social element which Mr. Herbert Spencer will soon have to reckon with in his principles of sociology.—*William Pole* [*L. A+*], *Whist, February, 1896.*

Whist, when scientifically played, is essentially a game of inferences, rapidly drawn, from adherence to recognized leads or enforced deviations.—*Frederic H. Lewis* [*L. O.*], *The Field, Feb. 15, 1879.*

Whist, for the majority of players (those who neither live to play whist nor play whist to live), must ever be not so much a Greco-Roman struggle of intellects as a pleasant recreation and amusement.—*Emery Boardman* [*L+A.*].

A man may play whist for several weeks. He will then find it necessary for him to apply his knowledge for three or four years before he discovers how difficult a game it is.—*Deschapelles* [*O.*], "*Traité du Whiste*" (*fragment of chapter xv.*).

Whist excludes all thoughts of everything except itself, banishes for the time all the cares, perplexities, and anxieties of daily life, and hence becomes for the professional man, the business man, the mechanic, or the laborer, in a degree known to no other amusement, renovating, refreshing, restful.—*Col. W. S. Furay, Whist, March, 1893.*

Whist certainly cannot boast the lineage of chess. But among civilized beings it is admitted that the simple accident of birth should be no bar to social distinction. * * * It is the glory of whist that

it has broken through the ties of caste, and that it owes its present position, as the king of card games, entirely to its intrinsic merits.—"*Cavendish*" [*L. A.*], '*The Whist Table.*"

The simplest aims [of whist] are: (1) To bring in either your own or your partner's powerful suit. (2) To trump with one hand and make with the other, alternately. (3) To establish a sustained cross-ruff. (4) Merely to win the odd trick in any way, in a close contest. (5) To make the *early* odd trick with the least risk. (6) To defeat your opponents' attempts to carry out any of the above five aims for themselves.—"*Aquarius*" [*L. O.*], "*The Hands at Whist*," *1884.*

The following amusing explanation of the origin of the word whist is translated from a French work on the game: "At a time when French was the current language in England, the people had become so infatuated with one of their games at cards that it was prohibited after a certain hour. But parties met clandestinely to practice it; and when the question, 'Voulez-vous jouer?' was answered by 'Oui!' the master of the room added the interjection, 'St!' to impose silence. This occurred so often that 'Oui-st' became at length the current appellation of the game!"—*Anon.*

"Whist."—A monthly journal devoted to the game, started in June, 1891, at Milwaukee, Wis., where it is regularly issued. Its projectors and publishers were Eugene S. Elliott, Cassius M. Paine, and George W. Hall, who associated themselves under the name of the Whist Publishing Company. Mr. Hall died on October 2, 1891, and the enterprise was continued by Messrs. Elliott and Paine until 1896, when Mr. Paine became sole proprietor.

Whist was the outgrowth of the first congress of the American Whist League, which was held at Milwaukee in April, 1891, and was made the official organ of the League. It has from the beginning prospered under the excellent editorial management of Mr. Paine, who is a firm adherent of the "Cavendish" school of whist, including the long-suit game and American leads. This has not prevented him from giving a full and courteous hearing in his journal to those who uphold other theories. His position is tersely stated as follows, in *Whist* of April, 1897:

"Because we have not railed at the short-suit system of playing whist, some of our readers seem to think that we have given a tacit approval to that style of game. It is scarcely necessary to point out the fallacy of such an inference. We have but to refer to our answers to questions of play under our heading of 'Whist Catechism,' to show our position; and reference thereto cannot fail to convince the observer that we adhere in general to the conservative principles of the game.

"But notwithstanding that we approve of and are firmly attached to the long-suit game, we have felt it our duty to be fair to the short-suit school, and so have given its votaries equal opportunity to present their arguments and declare their faith, because we want our readers to gain a full understanding of both sides of the controversy, and decide the question for themselves as far as possible. In doing so, we would suggest to them that it is evidence of a higher mind to search for reconcilement rather than for contradiction. When the difference between alternative propositions is so small as to leave the judgment in doubt, it can matter but little which side is espoused. Instead of proceeding in this spirit, the expounders of the different methods have seemed to consider that the two schools are in violent opposition to each other, even in minor details, and they appear to hold it a crime for either to borrow from the other. This is all wrong. Let us look at the matter a little more thoughtfully, and a great deal

of the contention will be cleared away. One has but to read 'Cavendish' to discover that after laying down the principles of the long-suit game, he deals largely in short-suit tactics under the considerations of strategy and perception. It is our opinion that after the opening lead the development should guide the play almost entirely, and this principle allows a range of tactics which is only limited by the almost illimitable combinations of the cards." (See, also, "Paine, C. M.")

Very soon after the formation of the American Whist League, a monthly journal, *Whist*, which is devoted exclusively to the game, was started in Milwaukee. The first number appeared in June, 1891, and it has been the *vade mecum* of whist-players ever since, being now the official organ of the League. It is edited by Cassius M. Paine, and has so far followed the fashion in whist matters, being in its earlier years a devoted supporter of the number-showing school, and having no little weight in confirming the tendencies of American whist-players in that direction.—*R. F. Foster* [*S. O.*], *Monthly Illustrator*, *1896*.

When this journal was established, now nearly four years ago, a very zealous whistman, himself a writer of no mean ability, predicted that the venture would soon die of inanition, and probably he was not alone in thinking that the game was of too limited scope to justify protracted discussion. It did seem then as if a year or two of debate would be sufficient to settle all disputed points, when, since there would be nothing left to quarrel about, *Whist* must needs stop talking. But we know better now. We know that instead of subjects of discussion becoming exhausted, the horizon of our disputes is continually enlarging, and that our wordy wars will never end so long as individuals have individual eyes and individual brains.—*Whist* [*L. A.*], *March*, *1895*.

It was natural, as whist had become so popular in the States, that it should be taken up by the press. There had for some time been "whist columns" in the newspapers; but after the first congress it was thought desirable to start a special organ for it. Accordingly, in June, 1891, there was published in Milwaukee the first number of a handsome large quarto periodical, entitled, "*Whist*, a Monthly Journal Devoted to the Interests of the Game." And on the occasion of the second congress, this was adopted as the accredited organ of the American Whist League. It has appeared regularly since, and contains matter of much interest: Notices of the congress proceedings; essays on all kind of topics affecting the game; contributions and letters from whist-writers and whist-players; portraits and biographies; examples of hands and interesting situations; discussions of difficult and controverted points; club news and announcements; and generally a monthly repository of whist jottings. The advantage of such a journal in keeping up the interest in the game is highly appreciated, and the author of the present work has to acknowledge much information and many extracts from it in regard to whist in America. The journal is ably conducted by Mr. Cassius M. Paine, a well-known whist-player in Milwaukee. — *William Pole* [*L. A+*], "*Evolution of Whist*."

Whist Analyst.—One who possesses the ability to critically analyze any whist-play for the purpose of establishing its merits or demerits. The analytical faculty is possessed by all the leading writers on the game, and by expert whist-players generally, to a greater or less degree. In England the names of "Cavendish," Clay, Pole, Drayson, Proctor, and Whitfeld stand out prominently among modern whist analysts, and the first-named is undoubtedly the greatest England has ever produced.

In America there are many whist analysts of fine ability, as not only the books on the game originating here, but the daily, weekly, and monthly whist discussions in the press testify. Among the names which will readily occur to any one familiar with the history and literature of the game in this country are those of N. B. Trist, C. D. P. Hamilton, John H. Briggs, Milton C. Work, George L. Bunn, R. F. Foster, Fisher Ames, John T. Mitchell, Charles M. Clay, E. C. Howell, Bond Stow, Emery Boardman, W. S. Fenollosa, and others. Not

all of these have worked in the same direction, not all of them agree in their theories, and several have distinguished themselves more in the mathematical and problematical side of whist than in the domain of analysis pure and simple. However, in the group as a whole will be found talent sufficient to solve any question that may arise in whist and whist practice.

Whist: a Poem in Twelve Cantos.—An elaborate epic which was published in London in 1791. It was written by Alexander Thomson, a Scotchman, and met with so much success that a second edition was called for. It gives a mythical account of the introduction of playing cards, and the invention of the game; then follows a versification of the laws and rules, and a description of the play of a hand. The author next philosophizes on the character and merits of the game, and closes with the following rhapsody:

Nor do I yet despair to see the day
When hostile armies, rang'd in neat array,
Instead of fighting, shall engage in play.
When peaceful whist the quarrel shall decide,
And Christian blood be spilt on neither side.
Then pleas no more shall wait the tardy laws,
But one odd trick at once conclude the cause.
(Tho' some will say that this is nothing new,
For here there have been long odd tricks enow!)
Then Britain still, to all the world's surprise,
In this great science shall progressive rise,
Till ages hence, when all of each degree
Shall play a game as well as Hoyle or me!

(See, also, "Poems on Whist.")

Whist as a Home Game.—Whist in America was placed on a higher plane than it had ever occupied before, by the action of the American Whist League in abolishing many objectionable features, especially the custom of playing for stakes. The higher ideals concerning the game which animated the League are outlined as follows in an address which President Eugene S. Elliott delivered before its third annual congress: "It is because whist is a great home game that it endears itself to the hearts of our people, and renders itself worthy of our regard. It is because it is the means by which our boys may be kept under those tender and loving influences which, thank God, are and always will be the distinguishing characteristic of our American homes, that whist appeals with intensified force to our zeal and devotion. It should be our object to bring this game into every home in America. We should make it fit to take and keep a place there; consequently, we should be careful in the enactment of the laws by which it is governed."

Whist as an Educator.—One of the surest evidences that whist, in its purity, is a game which transcends all other games in merit, is found in the frequency and earnestness with which it is recommended and advocated as a means of healthful and beneficial mental discipline, both for young and old. In England, during the high tide of Hoyle's popularity, it is said whist was taught in fashionable boarding-schools; and a school for the instruction of young ladies in whist is humorously proposed in Colman and Thornton's *Connoisseur*, of March 20, 1755. The usefulness of the game in another direction was pointed out in an article in the *Centinel*, of October 22, 1757, by the editor, Rev. Thomas Francklin, who suggested that "the plodding

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E. A. Ballard.

game of whist would furnish good heads for the law." This idea was subsequently enlarged upon by Sam Warren, in his "Popular Introduction to Law Studies." Here he tells the student that he may make his amusement take a share in instructing his mind. Whist is picked out as one of the games calculated to aid in the formation of the skilled lawyer. "It can induce," he says, "habits of patient and vigilant attention, cautious circumspection, accurate calculation, and forecasting of consequences." In his opinion such a diversion as whist would constitute to many minds "the first and best step towards mental discipline." In its practice would be found "the efficient correctives of an erratic and voluble humour — very pleasant and valuable auxiliaries."

In this country the value of whist as an educator is generally recognized, and the minds of the rising generation are largely benefited by private tuition and training in the game. But many would go further than this. Mrs. M. S. Jenks, the well-known whist-teacher, made an earnest and able argument in the Chicago *Inter-Ocean*, of October 9, 1892, in favor of adding instruction in whist to the curriculum in the public schools, this being, so far as we know, the first public advocacy of such a course. Mrs. Jenks showed how admirably the game was calculated to promote the three chief aims of education, which, according to President Eliot, of Harvard, are: (1) close observation; (2) accurate recording; (3) correct inference. In a paper read at the fourth whist congress, and published in *Whist* for July, 1894, P. J. Tormey, of San Francisco, also advocated the idea, chosing for his subject the title, "Whist in Our Universities." *Whist*, in commenting on Mr. Tormey's paper, says, among other things: "It may seem reckless to make the assertion, but we maintain and believe, and can easily prove, that the proper study of whist affords higher and more satisfactory mental discipline than is obtained by the great majority of studies embraced in the curriculum."

As a means of cultivating the perceptions and the reasoning faculties, I have long maintained that whist was a better means than many of the so-called sciences.—*A. W. Drayson* [*L.+ A+*].

Parents obtain foreign professors to teach languages, dancing-masters to teach dancing, that their children may shine in society, but never think that whist should be learnt like other elegant attainments.—"*A. Trump, Jr.*" [*L. O.*].

He [A. G. Safford] has for many years advocated the study and practice of the game as a means of mental discipline, believing it to rank among the potent factors in that regard, quite equal to the discipline of the higher mathematics, but yielding an education of a more useful character practically; that is to say, that of thinking and acting surely.—*C. S. Boutcher* [*L. A.*], "*Whist Sketches*," *1892*.

Whist, although a pastime and tending to increase social intercourse, is yet something more. It brings into action the faculties of memory, observation, judgment, patience, and knowledge of character, all of which are necessary as means of success in the world; thus whist, like some branches of mathematics, although not practically useful in everyday life, yet calls into action those mental qualities which every observing and reasoning person ought to possess.—*A. W. Drayson* [*L+A+*], "*The Art of Practical Whist*."

Whist is a game of science, a game calling for the exercise of keen perception, watchfulness, memory, patience, and trust in the established laws of probability. It may sound like exaggeration to say that whist is far better calculated to develop the mind than many things at school, yet many a man can perceive a real gain to his mental qualities from whist practice, who would find it hard to recognize any good which he had obtained from learning how to write Latin verses, with due attention to the niceties of the *cæsura*. A course of whist-play is a capital way of training the memory, the power of attention, and the temper; but nine boys out of ten gain nothing from a course of practice in de-

termining the greater common measure, and the least common multiples of algebraic quantities.—*R. A. Proctor* [*L. O.*].

Whist Books.—See, "Books on Whist."

Whist Clubs.—A whist club is a club at which whist is played by the members of the organization and such visitors as may be admitted under the rules. The purposes of a club are to promote and advance whist in general; to develop and perfect the whist-play of its members, and also to promote good fellowship. The club is governed by a constitution and by-laws similar to those of other social clubs, with special provisions concerning whist. These include the election at each annual meeting of a whist committee, whose duty it is to arrange for contests within the club and with other whist clubs; to decide upon points of play and interpretation of whist laws and rules adopted by the club, whenever differences in relation thereto are submitted to them; and to institute any methods they may deem advisable to promote the efficiency of the players. This committee also provides playing cards and score cards. League clubs have a provision to this effect: "The laws of the American Whist League shall govern the play of this club in matches played at the club house. The whist committee shall not be called upon to settle any questions except such as arise under these laws and under the rules adopted by the club." Card-playing for money is invariably prohibited by provision of the by-laws. Many of the American whist clubs are also incorporated by act of the Legislature of the State. Some of them, also, of recent years, provide a test for the admission of members, in addition to their good moral character. A committee is appointed on the playing abilities of a candidate, it being deemed a proper precaution in order that only those who understand the game shall be admitted. (See, "Admission to Clubs.")

Many clubs exist in America in which whist is played, but is not the main object. These are social clubs in which the game forms an occasional recreation, or in which a special whist coterie is formed by members devoted to the game. In some of these clubs whist is played after the English fashion, with table stakes, but no club playing for money can belong to the American Whist League; and, besides, such play is a violation of law, and if carried on must be done secretly, the same as other gambling. There are other social clubs which have a duly organized whist club as an adjunct, and many such whist branches are represented by membership in the American Whist League. The League, at its annual meeting in 1897, had a total membership of 156 clubs, of which but sixty-six were independent whist clubs, and the rest social clubs, departmental whist clubs, chess and whist clubs, and athletic clubs. The total membership represented by all the clubs was 31,733, of whom 8655 were classed as active whist-players.

No other country under the sun possesses a network of clubs equal to the above, and to them must be added hundreds of clubs composed exclusively of women, quite a number of which already belong to the Woman's Whist League (*q. v.*), which was organized in 1897. In no other country is whist as popular and as well played as in America. Canada has a number of good clubs, which are forming an acquaintance with one another by

means of the Canadian Whist League (*q.v.*), which was organized in 1896, and promises to call many other clubs into existence "across the border."

Of whist clubs in England "Cavendish" said in an interview, during his first American tour in 1893: "In England there are few whist clubs—in fact, I only think of three organizations formed solely for the cultivation of whist. They are the Portland Club, the 'Cavendish' Whist Club, and the Turf Club. Of course, whist is played in all of the general social or political clubs, but we have no such system of whist clubs as you have here. It may interest you to know that the Portland Club, which I have mentioned, was established one hundred and six years ago, and is regarded as the premier whist club of the world. It now has a membership of two hundred." (See, also, "American Game," and "England, Whist in.")

But the enormous increase in whist clubs and membership represents but a fraction, numerically, of the vast numbers unorganized who have been added to the army of whist-players in the past six years. These constitute the players in the home and social circles, and the proportion of women is greater than men. An illustration of this is a whist game, or sitting, gotten up in Boston, in February, to provide money for the suffering poor, at which there were one thousand tables, and four thousand players, mostly ladies. —*Charles S. Boutcher* [*L. A.*], "*Black Diamond Express*," *March, 1897.*

Whist Compared With Chess.—Chess is entirely a game of skill, and as such it is confined to the few. Whist combines chance and skill in such a manner as to make it less taxing than chess to those who wish to play a simpler game; and yet, in its highest developed form, it affords as great a scope and exercise for the mental powers as chess. In fact, scientific whist, and whist as a fine art, require genius fully as high as that of the chess genius. Besides the element of chance, be it great or small, according to style of game played, the very nature of whist makes it more attractive. It is played with cards, in which there is the constantly recurring shuffle and deal, and play of the hands, until each game is won and lost. It is a game between four people, while chess is a narrower game between two. There is the added zest of partnership play, with legitimate intercommunication of play between partners; and there is the mystery of the concealed hands which, despite conventional signals, fall of cards, and shrewd calculations and inferences on the part of experts, always holds the attention to the close of the hand, and frequently presents many surprises. It is not difficult to see at a glance why whist is popular with high and low, with experts and poor players as well. It seems to fill a universal want according to the capacities of the players.

Many players who excelled at chess have given their preference and adherence to whist. Deschapelles, the chess champion of France at one time, is better remembered by his achievements at whist, being generally regarded as the finest whist-player that ever lived. In this country some of the leading whist authors and players likewise have won distinction at chess, C. D. P. Hamilton and E. C. Howell among others.

The changeableness of the known elements to which analysis can be applied is one of the special charms of whist, and it introduces variety of a kind to which there is no parallel in chess. At chess the moves are suggested by the application of analysis based on inspection; at whist the play results from exercise of judgment, based on observation and inference.—"*Cavendish*" [*L. A.*], "*Card Essays.*"

Whist is, without question, the best of our domestic games. The only other one which could lay claim to such a distinction is chess, but this has the disadvantage of containing no element of chance in its composition, which renders it too severe a mental labor, and disqualifies it from being considered a *game* in the proper sense of the word. Whist, on the contrary, while it is equal to chess in its demands on the intellect and skill of the player, involves so much chance as to give relief to the mental energies, and thus to promote, as every good game should, the amusement and relaxation of those engaged.—*William Pole* [*L. A*+].

Another point which should be impressed on the mind of the student is that there is no possibility of settling moot questions at whist by mathematics. All the conditions of the problem cannot be stated, because the combinations of the game are beyond computation. In a game like checkers, in which there are only twenty-four men, and all have equal powers, it is possible to analyze and record the results of every possible move. This has been done to such an extent that ninety per cent. of the games in important matches result in a draw. In chess this has been found impossible beyond the first ten moves, because the combinations of thirty-two men of widely varying powers is beyond the mental grasp of any one human being. When we come to whist, with its fifty-two pieces of various powers, and the additional complication of the trump suit, we reach the infinite.—*R. F. Foster* [*S. O.*], *Rochester, N. Y., Post-Express, October 24, 1896.*

Whist Editors.—The game of whist occupies more attention and space in the American press than all other card games put together. It not only has a journal entirely devoted to its interests (*Whist*, of Milwaukee, edited by Cassius M. Paine), but many daily papers all over the country have whist columns or departments during the whist season. Many of the leading players are regular contributors to or entirely conduct such departments.

Whist has always received a large share of attention in the public prints. It seems to have been first treated as a regular pastime in the pages of the London *Sporting Magazine*, in 1793. "Cavendish" is the pioneer among modern whist editors, having conducted the whist and general card department in the London *Field* since 1864. Next came Charles Mossop, who edited the *Westminster Papers* (a monthly journal devoted to chess, whist, and other games) from 1868 to 1879. *Knowledge* was the next in the field, being started in London by the late Richard A. Proctor, in 1881.

The *Australasian*, published in Melbourne, has maintained a whist column for the past thirty years. The *Indian Mail*, Calcutta, gives some space to whist every week.

In this country whist appears to have been first regularly commented upon and written about in the Boston *Daily Herald*, its whist department being conducted by George W. Pettes, the author of "American Whist Illustrated," who was also the first American to publish an original book on the game.

Early in the nineties, shortly after the formation of the American Whist League, we find N. B. Trist, of American leads fame, contributing whist lore to the *New South*, of New Orleans; Fisher Ames was doing good work in the Brooklyn *Eagle;* C. S. Boutcher was writing graceful sketches in the Easton (Pa.) *Free Press;* John H. Briggs was doing valuable work in behalf of the game in the Minneapolis *News-Tribune*, P. J. Tormey in the San Francisco *Chronicle*, Milton C. Work in the Philadelphia *Inquirer*, and Charles H. Doe in the Worcester (Mass.) *Gazette*. The ladies, too, were in evidence. Mrs. Abbie E. Krebs was editing a whist department in a San Francisco daily, and Mrs. M. S. Jenks had made an enviable record in the Chicago *Inter-Ocean*, no less an authority than C. D. P. Hamilton declaring that

her department, during the year and a half that she conducted it, contained more good matter for the average reader than he had seen in any whist column in America.

In January, 1898, we are able, from reports made to us from various parts of the country, to give the following brief description of the whist situation in the daily press:

Albany, N. Y.—The *Evening Journal* publishes a regular whist column, which was established in May, 1896, and appears every Saturday. Howard J. Rogers, the editor in charge, is a vigorous champion of the long-suit game, with American leads.

Baltimore, Md. — The *Daily News* has a whist department, which appears regularly each week, under the editorship of Beverley W. Smith, an expert player and writer of ability. He is a lawyer by profession, and upholds the long-suit game and American leads, with certain modifications adopted by his team.

Buffalo, N. Y.—The papers have no regular whist departments, although they all publish the scores made at local tourneys, and other whist news.

Boston, Mass.—The late George W. Pettes established the first whist department in this country in the *Herald*, six or eight years ago. The *Herald's* present department was started by E. C. Howell, the noted short-suit author and expert, in February, 1897. It appears daily and Sundays. The Boston *Herald's* services in the cause of whist deserve to be specially recognized. The Boston *Transcript* also has an ably conducted and widely quoted department, which appears once a week, under the direction of Lander M. Bouvé, one of New England's foremost players.

Brooklyn, N. Y.—The *Daily Eagle* publishes a whist column every Wednesday, edited by A. E. Taylor, one of the strongest players in Brooklyn. Robert H. Weems, to whom more than to any one man is due the great popularity which whist enjoys in Brooklyn, has been for several years a frequent contributor to the *Eagle*, to which paper Fisher Ames and John H. Briggs also contributed at times. Elwood T. Baker, the well-known teacher of whist, edited whist matters in the *Eagle* for some years, but is now with the *Standard-Union*, which publishes a daily column.

Chicago, Ill.—The Chicago *Inter-Ocean* instituted the first whist department in the West, and it was in charge of the late G. W. Pettes, whose last work was done for it prior to his death, March 18, 1892. He was succeeded by Mrs. M. S. Jenks, for a year and a half, until her engagements as a whist-teacher prevented her further continuation as editor, although she remains a frequent contributor. The department has since been in charge of John T. Mitchell, author of "Duplicate Whist and Modern Leads," who also edits the whist column each week in the *Times-Herald*.

Des Moines, Iowa.—A whist department was established in the *Leader* in February, 1896, and has appeared each week since that time, with W. S. H. Matthews, M. D., in charge.

Fergus Falls, Minn.—H. M. Wheelock writes concerning the whist department in his paper, *Wheelock's Weekly:* "My whist column is a rather desultory affair, spreading out a good deal when I seem to have some ideas, and sometimes disappearing altogether. I run it for my own pleasure, and incidentally because it is a good

thing for the interest taken in the game here. It has been running since my paper started, in September, 1895. I report the news of the Fergus Falls Whist Club, publish occasional hands, etc., and, to some extent, keep track of what is going on in the whist world outside."

Galesburg, Ill.—A weekly whist department appears in the *Republican-Register*, in charge of J. B. Seeley, a well-known lawyer.

Haverhill, Mass.—The *Gazette* has a whist department.

Hudson, N. Y.—The *News's* interesting whist department is edited by A. B. Chase. Also, the whist department in the *Sunday Journal*, which was commenced in the latter part of 1897.

Minneapolis, Minn.—For a year or more, up to the time of his leaving for the far West, in 1897, John H. Briggs, considered by many the best whist-player in America, was a regular contributor to the *Journal*, and his articles exerted a wide and beneficial influence. In 1897 his department was transferred to the *Sunday Times*, in which he started a series of articles for beginners.

Newark, N. J. — The *Evening News* established a whist department in April, 1896, in charge of T. E. Otis, a brainy and able advocate of good whist. J. K. Smith, in March, 1897, took charge of the *Sunday Call's* whist department, previously conducted by Mr. Otis. November 17, 1897, Mr. Smith also began a whist column in Wednesday's and Saturday's issues of the *Daily Advertiser*.

New York.—One of the very foremost whist departments in this country is that conducted by R. F. Foster, in the New York *Sun*. It was established by him December 15, 1895. Articles devoted to the discussion of moot points in whist, with illustrative hands and explanations of new systems of play, appear each Sunday. Problems are a specialty. Results of important matches, scores made in local clubs, tournaments, etc., are published during the week, the New Jersey and New York games on Fridays, and the A. W. L. matches on Mondays. Reflecting Mr. Foster's whist ideas, the *Sun* is intensely in favor of the short-suit, or, as now called, common-sense, game. On the other hand, the long-suit game is just as earnestly advocated and defended by the New York *Evening Post*, whose whist department has been a regular Saturday feature since the sixth congress of the American Whist League, in 1896. Articles now appear on Wednesday also. It is ably conducted by Mrs. Henry E. Wallace, better known as Margaretta Wetherill Wallace, an interesting and ready writer, who is the first woman to write regularly on the technical side of whist. Charles R. Keiley has at various times had charge of whist matters in the *Evening Telegram* and *Herald*. The *Mail and Express's* whist department is conducted by Milton C. Work, of Philadelphia; the regular articles appear on Saturday, and reports of A. W. L. matches on Mondays. The *Commercial Advertiser* has a short whist article every Saturday, with one of Sam Lloyd's problems. The *Illustrated American* has two columns every week, with problems and illustrative hands, contributed by R. F. Foster.

Philadelphia.—During 1895, 1896, and part of 1897, the *Evening Telegraph* enjoyed the distinction of being the only paper in the world containing a daily whist column, or a weekly whist page. It was in charge of Milton C. Work, the noted whist author and expert

player, and created a widespread interest in the game among its readers. One of its whist prize contests, in October, 1896, called forth twenty-five thousand answers. In the fall of 1897 Mr. Work transferred his department to the Philadelphia *Press*, where it now appears every day in the week. During the season of 1896–'97 the *Public Ledger* had a very interesting whist column, which appeared three times a week, with Warren A. Hawley in charge.

Portland, Oregon.—Whist formed a special feature in the *Sunday Oregonian* during the winter of 1896–'97. Miss Annie Blanche Shelby was in charge of the department.

Providence, R. I.—The *Journal* established a whist department November 1, 1896, with William A. Potter in charge. It appears each Sunday, and is widely read. While Mr. Potter personally favors the short-suit game, being a successful player of that game, his work in the *Journal* is conducted on broad and liberal lines.

Rochester, N. Y.—The Saturday whist department in the *Post-Express*, started in 1896, is in charge of W. H. Samson, managing editor of that paper, and an able and accomplished whister as well as newspaper man. He is also secretary of the Rochester Whist Club, an organization with a membership of five hundred. A series of articles on whist, by R. F. Foster, formed a prominent whist feature of the *Post-Express* during 1896–'97. Its department runs thirty-five weeks each season, from November to July. Among the special contributions appearing during 1897–'98 are articles from Fisher Ames, C. D. P. Hamilton, T. E. Otis, R. F. Foster, L. M. Bouvé, W. A. Potter, and P. J. Tormey.

St. Louis, Mo.—During 1896 an item went the rounds of the press stating that the St. Louis *Globe-Democrat* had an exclusive novelty in the shape of a Japanese whist editor. The foundation for this statement consisted in the fact that Alfred Weiller, the whist editor in question, had for a number of years resided in Japan. We have seen a photograph of Mr. Weiller taken in Japanese costume. In December, 1896, he was a member of the whist committee of the St. Louis Office Men's Club.

St. Paul, Minn.—The whist column of the *Globe* was in charge of George L. Bunn for one year, up to January 1, 1897, when his election to the bench obliged him to discontinue. Under his charge the department was one of the best in this country, and a veritable long-suit stronghold.

San Francisco, Cal.—The *Call* has a fine whist department, which appears once a week, with P. J. Tormey as editor.

Syracuse, N. Y.—A. M. Knickerbocker, an enthusiastic and well-known whister, edits the whist department in the *Times*, and publishes syndicate articles on the game, notably Howell's.

Tacoma, Wash. — The *Daily Ledger* has a weekly whist department, devoted to the interests of the Northern Pacific Whist Association.

Toledo, O.—The whist department of the *Bee* was established in 1895, with Tracy Barnes as editor, and continued by him each Sunday for two years, when he was succeeded by Charles H. Lemmon, a well-known member of the legal fraternity. Mr. Barnes's whist enthusiasm next found vent in the Saturday issue of the *Blade*, whose whist department he started on January 1, 1897. During the seventh congress of the American

Whist League, that year, he conducted a daily whist journal called *Echoes*, at Put-in-Bay. It was a remarkable undertaking, inasmuch as the place is far removed from any printing office. It was also remarkable as being the first distinctive daily publication with which the League was ever honored. Four printers were employed; a new press, weighing eighteen hundred pounds, was transported to the scene, and the paper was published in the Hotel Victory, the whist type and illustrations being furnished by the *Blade* management. Five hundred copies of *Echoes* were issued each day and distributed as souvenirs. The publication made a great hit.

Washington, D. C.—The Washington *Star* commenced the publication of whist notes in connection with chess about the year 1894. Subsequently Dr. George Walls, the editor in charge, disassociated whist from chess, and instituted a separate column for whist. It appears regularly on Saturdays, and is followed on Mondays with notes of matches and other whist news.

West Superior.—A whist department was established in the *Inland Ocean*, in January, 1897. It appears each week, and is edited by Charles P. White, a leading member of the Superior Chess and Whist Club.

Wheeling, W. Va.—The Wheeling *Register* has a weekly column, with illustrative hands and problems.

Of the editors mentioned, R. F. Foster, E. C. Howell, C. R. Keiley, W. H. Samson, E. T. Baker, W. A. Potter, and Dr. George Walls favor the short-suit game. Mr. Potter says, in a letter: "While no attempt is made to advocate any particular system of play, the intention being to treat everything with perfect fairness, I presume the general character of the articles can hardly escape being tinged with my own personal preferences, which are for the modified short-suit, or 'common sense,' game. It is now about five years since I became convinced that too many tricks were lost by the invariable opening of the long suit. A couple of years of experimenting followed, and when my ideas had boiled down to something definite, I introduced the new game to the club. It soon became evident that nothing short of a knock-down argument would convince anybody, so the duplicate was resorted to. In seventy-three games (one season's play) the new game won sixty-four and tied two. To-day practically the whole club membership play the modern game. Our team has been in every New England tournament in the past two years, and never failed to land well up in the first division. Yet it does not contain a single player of the first rank. It seems to me that the new style of game is not well understood by many of its critics. There is not, after all, much difference between most of those who claim to be long-suiters and those who reject the title. One side has discovered that a strengthening lead is better than fourth best from a small-card suit, and the other is always ready enough to lead a long suit if he thinks he can make it."

It is due to the press certainly, as much as to any other agency, that the cause of whist has advanced with such rapid strides since the organization of the League, and the able corps of editors who have discussed whist questions, considered whist problems, and have laid before the public whist subjects for study, is not only to be commended and emulated, but is something for which we can hardly find words with which to express our obligation and appreciation.—*President W. H. Barney* [*L. A.*], *Annual Address before the A. W. L., 1897.*

Whist, History of.—Whist, the best of all card games, is undoubtedly of English origin. It appears to have been gradually developed from elements previously existing, and to have been the product of many minds who added changes and improvements from time to time. Its early history is very obscure, and for hundreds of years it can be traced only by what must be largely inference and guesswork, but nevertheless its history is fascinating.

As early as the beginning of the sixteenth century, we are told, a card game was in common use in England, of which both the name and chief feature subsequently entered into the structure of whist. It was called triumph, then corrupted into trump, and its essence was the predominance of one particular suit, called the triumph or trump suit. This game is alluded to in a published sermon by Bishop Latimer, which he preached in 1529. Other references to it are found in "Gammer Gurton's Needle," the first English comedy, and in Shakespeare's "Antony and Cleopatra." About the beginning of the seventeenth century another term was added to the game of trump, which is also preserved in whist, namely, ruff, which was used synonymously with trump. Then came the giving of certain advantages or "honors" to the four highest cards of the trump-suit, and the game was called "ruff and honours." This has been called "whist in an imperfect form." It was also sometimes alluded to as "slamm," which term we still retain in the making of a "slam." Its next development, "whisk," is first mentioned in 1621, in some published verses by Taylor, "the water poet," and twenty-two years later, in the second (spurious) part of "Hudibras," we first come across the word as it is now spelled, "whist," although both spellings were used for many years afterward.

Charles Cotton, in "The Compleat Gamester," published in 1674, gives a description of "ruff and honours." Twelve cards were dealt apiece to four players, the remaining four cards being left for "stock." The uppermost card in the stock was turned up as a trump card, and the holder of the ace of trumps was entitled to "ruff;" that is, exchange four of his cards for those in stock. The game was "nine up," or nine points, honors counting, as in England to-day, and the call at the point of eight was already known as "can ye?" In a later edition (1680) Cotton gives the first attempt at a description of whist of which there is any record. After detailing the manner of playing "ruff and honours," he says: "Whist is a game not much different from this, only they put out the deuces and take in no stock, and it is called 'whist,' from the silence to be observed in the play."

This, it seems to us, should solve the difficulty of arriving at the correct meaning of the word. "Whisk" was undoubtedly the older term, sometimes also varied as "whisk and swabbers," but it applied to a crude form of the game, and not to whist proper as subsequently played. We believe Dr. Pole to have hit upon the right explanation when he says: "It is possible that when the game took its complete form, the more intellectual character it assumed demanded greater care and closer attention to the play; this was incompatible with noise in the room or with conversation between the players; and hence the word

'whist!' may have been used in its interjectional form to insist on the necessary silence; and from the similarity of this to the term already in use, the modification in the last letter may have taken its rise."

Charles Lucas, in his work on gamesters (1714), also mentions "whist" as "a game so called from the silence that is to be observed at it." Denne, a Kentish antiquary, speaks of it as "a game that requires deliberation and silence, which is a word synonymous with whist." Dr. Johnson in his Dictionary, Nares in his Glossary, and Skeat in his Etymological Dictionary, all accepted this view. Of late years, however, the meaning of the word is doubted, because, forsooth, the game was also called whisk, no account being taken of the fact that this was applied to the forerunner of whist, and that when the game proper appeared it had a right to a new and distinct designation which should exactly describe its chief characteristic. That some, in ignorance, or because of custom, continued to use "whisk" when "whist" had long since become the proper word, does not impair the validity of our argument. It seems a pity that a meaning which must appear entirely natural and appropriate, should be rejected by some modern lexicographers, who perhaps have never played a game of whist in their lives. For our part, we are willing to accept the statement of those who lived at the time it came into existence, that "whist is a game so called from the silence that is to be observed at it."

Seymour, in his "Court Gamester" (1734), recapitulates Cotton's remarks about whist, and gives us the improvements which had since been made. The points in the game had been raised from nine to ten, and the entire pack was used in playing, the deuces being taken into the hands. These modifications brought with them the "odd trick," and the method of dealing out the cards one by one, instead of "by fours," which had previously been the rule. Thus the game of long whist was born.

In its infancy, however, it fell into the hands of sharpers at the taverns and ordinaries where gambling abounded. When the ordinaries began to be, to some extent, superseded by the coffee-houses, a change for the better came over the game, and it was gradually admitted into more intellectual gatherings. The gentlemen who frequented the Crown Coffee-House, in Bedford Row, took it up, and began its systematic study and further improvement. Among their number was the first Lord Folkestone (see, "Folkestone"), who took a deep interest in it, and drew up some rules for the guidance of the players. Then Edmond Hoyle (*q. v.*) appeared on the scene. It is thought by some that he was one of the players at the Crown Coffee-House. At any rate, he gave a tremendous impetus to the game, devoting his entire time to its introduction among the better classes by means of lessons which he gave in private, and especially by the publication of his celebrated treatise in 1742. Hoyle had a genius for the game, and was universally recognized as its great authority. His book was translated into other languages, and thus the knowledge of whist was spread among intellectual coteries on the continent, and especially in France, where it soon numbered among its votaries the most celebrated men of the times. France also produced, later on, the greatest whist-player the world has

ever seen, M. Deschapelles, who published his elaborate treatise on the laws of the game in 1839. It may be mentioned in passing that while a game bearing the name of "triomphe" had been played in France and elsewhere, as early as the sixteenth century, it was not the same as the ancient English game of triumph, or trump, but resembled écarté. Whist must, therefore, be considered entirely of English origin, with Folkestone and Hoyle as its first great lights. Hoyle had two excellent successors, Payne and Mathews, who continued his work very intelligently and ably by means of their published works.

The future of whist was now secure. It had been taken up with enthusiasm by the better classes, and made its way even into royal circles. At Bath, the famous watering place, it held sway as the fashionable amusement for many years, and numerous improvements in the details of the game were made there by clever players. One curious circumstance must be noted in this connection. While whist was not essentially a gambling game, yet at the outset it was used for gambling purposes in the taverns. And when brought into more intellectual surroundings, with wealth and fashion at its feet, it was again subjected to the same humiliating experience, an experience from which it has not yet recovered in the old world. Playing for money was carried to excess in the eighteenth and early part of the nineteenth century, and whist, fascinating whist, which needs no other aids to lend so-called interest to it when properly played, was again made to suffer. So determined were the gamesters to make use of it that they did not hesitate to mutilate it for their purposes, in order that money might be made to circulate more rapidly.

This incident gave rise to another important change in the character of the game. Short whist was what the new product was called, and it consisted in cutting the old game just in half, five points instead of ten being now played. But the honors were counted at their full value, the same as in the old game, and thus the element of chance was greatly increased, making it possible for two players, with good luck in drawing cards, to go out in one hand, for if they held the four honors between them it counted four points, and they only needed to make another point by cards. It may be that the old game of ten points was too long. If so, the American idea of seven points, but without counting honors at all, is a more rational compromise, for it encourages skill and does away with stakes and gambling.

We come now to what has been aptly termed the philosophical era of whist, the period beginning with the works of "Cavendish," and Clay, and Pole. In this period the old Hoyle game underwent a more modern scientific determination. Its theoretical principles were firmly established, and some alterations in its practical structure necessarily followed. The first impetus to the new movement appears to have been given by Dr. Pole's suggestion, in *Macmillan's Magazine* for December, 1861, that "it would be a great boon if some good authority would publish a set of model games at whist, with explanatory remarks, such as are found so useful in chess, for example." Henry Jones ("Cavendish") had in his possession the notes of the "Little Whist School," which had met for a number of years for the purpose of studying the game, discussing interesting hands, and writing down particu-

lars concerning the same. After considerable correspondence with Dr. Pole, Mr. Jones published, in 1862, his "Principles of Whist, Illustrated by Means of Hands Played Completely Through." Two years later James Clay issued his celebrated treatise on "Short Whist," and in the two works the chief improvements which had resulted from scientific investigations and long practice were now given to the world. To complete the good work Dr. Pole published his "Theory of the Modern Scientific Game of Whist," in December, 1864. It showed that there was at the bottom of the rules of whist a deeper-lying idea than had been yet suspected. He pointed out and established the fundamental principles of the great game. He emphasized the value and importance of partnership play, and showed that the most efficient manner in which to carry it on was by means of the long suit, to the establishment and bringing in of which all the energies of the players must be bent. Information between partners was a necessity in order that they might be able to play both hands practically as one, and this information was conveyed by means of legitimate signals made by conventional play of the cards. For this purpose the trump signal (invented in 1834) was taken up, and became the nucleus of an elaborate system of leads and inferences, culminating in the American leads, which were promulgated by "Cavendish" in 1884, and by him named in honor of his fellow-worker, N. B. Trist, of New Orleans, to whom the credit of their crystalization has been freely awarded.

Nowhere has whist ever enjoyed the popularity which has of recent years fallen to its lot in America. Here, from the inception of the modern game, the works of "Cavendish," Pole, Clay, and others have had a wider circulation than at home, as is testified to by some of the writers themselves, and the result has been that whist in the new world has outstripped in interest and extent the whist of merry England and the continent. Unhampered by old-world conservatism, the American players have been open to the reception of new ideas and improvements. Thus English authors of progressive ideas have found themselves more widely read and appreciated abroad than at home. This great activity in American whist circles led to the formation of the American Whist League (*q. v.*), at Milwaukee, in 1891, and to the enactment of a new code of laws from which the objectionable features of the English code were omitted. Seven-point whist, without counting honors, each game complete in itself, without any reference to rubbers or rubber points, and the express prohibition of playing for stakes, are some of the features of the American game, whose definition and recognition by the great mass of players in the new world marked another era in whist history. Whist for its own sake, with chance eliminated as far as possible, and skill brought up to its highest development, is the new motto, and to this end duplicate whist (*q. v.*) was also welcomed and made popular in the United States. First practically demonstrated by "Cavendish" and his friends in 1857, greatly improved by James Allison, of Glasgow, Scotland, thirty years later, and perfected in the United States shortly after by John T. Mitchell, Cassius M. Paine, and others, duplicate whist forms one of the most important pillars in the American

game of skill. There may be differences of opinion whether the long-suit game of "Cavendish" and Pole affords the best mode of strategy for all hands; there may be heated arguments to show that American leads, and all other informatory devices, are a hindrance instead of a help to good whist; but when it comes to duplicate there can be but one opinion, and that a most favorable one. At the present writing (January, 1898) a committee has just been appointed by the president of the American Whist League for the purpose of further revising the laws of duplicate whist. It is proposed to have a code complete in itself, and not, as heretofore, a series of special laws, in connection with which it is necessary to consult the code of straight whist. Action is to be taken upon the committee's report at the next annual congress, in Boston, July, 1898.

While the outlook for whist at the close of the nineteenth century is not as bright in England as it might be, owing to the unsettled condition of mind into which advanced whist ideas have plunged British whist-players, in America enthusiasm in behalf of the game is ever on the increase. This, notwithstanding the differences of opinion which exist here as well as abroad, in regard to systems of play, although out of the war of words which has been and still is raging there promises to come forth a more symmetrical, well-balanced, and harmonious game. True, the short-suit advocates are as firmly convinced as ever that the long-suit game is a losing one, and their sentiments are radically expressed by R. F. Foster, in the New York *Sun* of December 26, 1897, as follows:

"The boast of the long-suit school is that they make a double-dummy problem of the last few tricks in every hand, and the chief object of the previous play is to enable the partner to count the hands so accurately that this problem may be correctly solved. The boast of the short-suit school is that the game is over before the dummy problem comes along, and that, while the long-suiters are placing the cards, the short-suiters are winning the tricks. To the common-sense player, the first few tricks in every hand present a perception problem of absorbing interest, and the object of the partners is to divine as rapidly as they can what is possible with their cards, and what is improbable. The long-suiter makes the first eight tricks, a mechanical routine, and then lays down his hand and studies for several minutes over his dummy problem in the ending, in the solution of which he hopes to get back one or two of the tricks that he sees he has lost by a bad opening. The common-sense player does not wait until the hand is almost over, and the adversaries know all about it. His ambition is to arrive at the general value of the hands at the earliest possible moment, so that he may decide whether to run for his life or to lie in ambush. He prides himself on his ability to judge, before three tricks are played, where the strength or weakness lies. That is the difference between the systems. The one dawdles along for eight or nine tricks, and then wearies his heart and brain over a problem which he is often unable to solve. The other makes a perception problem of the first two or three tricks, and then jumps into the thick of the fight, and thoroughly enjoys himself during the scrimmage of the remaining nine or ten."

The never-fading glories of the long suit are just as firmly upheld

by the other side. L. M. Bouvé says, in the Boston *Transcript:* "Nothing demonstrates more conclusively the strength of the straightforward long-suit game than does the uniformly good result obtained by this method, by players of little or no previous experience together. One of the most enjoyable sessions at whist experienced by the writer, was a recent short game of twelve boards of 'mnemonic' or single table duplicate, with a member of the Providence Whist Club as a partner. Knowing his visitor to be a firm believer in American leads, etc., it was not necessary to propound numerous questions as to the style of game to be played—it was sufficient to know simply whether the three-trump or the four-trump echo was to be used. Although these two had never played a hand together, during the two hours of play not a single misunderstanding arose, and the score sheet showed a loss of only three singles, while a total of nine tricks had been gained, and that against two strong players of considerable experience as partners. Two of the singles lost were due entirely to differences in openings, and the third was through no fault of the long-suit system. As an original lead not a single short suit was opened. One card, possibly two, in a long suit would be established, and at times brought in. No attempts were made to accomplish the impossible, especially in the management of trumps. The advantages of being able to regulate the play in accordance with the absolute information furnished by partner, were constantly apparent. Under similar conditions it requires very few deals to be played in order to establish that degree of confidence which insures highly satisfactory results."

H. J. Rogers, in the Albany *Journal*, says: "The test of a system is by actual play, not by post-mortems. Most any of us would concede that played double-dummy as many deals in a thousand would show an advantage for short-suit leads as for long-suit leads. But whist is not played that way. I recall umpiring an A. W. L. trophy match about a year ago, where a team of ultra short-suiters were against the Albanys. And I recall particularly one section of eight hands, where two of the keenest whist-players in America (Keiley and Hawkins) were at table one. And at the end of every deal there was a bickering between them as to how much more they might have made. 'If you had come with a heart at such a time,' or, 'if you had kept off spades,' or, 'if you hadn't gone up on that card,' etc., etc., where there wasn't one thing under the light of heaven to indicate which way they should do. But they generally consoled themselves with the thought that 'their system,' perfectly played, would have given them another trick or two, if their brains had only been equal to the emergency of locating the cards during the play as accurately as after it. It seemed to me at the time—and I have never had occasion to change my opinion—that the non-informatory game was theoretically very pretty, if it would only give some more information. But as at present constituted it affords too many opportunities for wild leaps in the dark, and too many chances to abuse your partner for not knowing what can't be known. The long-suit system withstood triumphantly the test of actual play last season. The Albany Club held the A. W. L. trophy for eight successive contests against teams of all descrip-

tions, and with all varieties of systems, and when they lost it, they lost it to another long-suit team, the Hamiltons, who played better whist, and who held the trophy until the season ended. Evidence of this nature outweighs a thousand paper deals, averaging 'a swing of five tricks for the common-sense game.'"

And "how about the short-suiters themselves?" asks Mrs. Wallace, in the New York *Evening Post*. "Have they not given arbitrary meanings to certain cards? What possible scientific reason can they give for leading the small cards of a suit to show trump strength? And would not any uninformed player who met a team using this method be at the same disadvantage as those who did not understand rotary discards, calls through the honor, and so forth?"

Fisher Ames, in *Whist*, summing up the situation, says: "Different leads from the same hand often change the result; that must be conceded; but in the first place, that is manifestly a question of luck, and secondly, the differences from different leads are much less than one would suppose. In a large majority of the deals where there have been large 'swings,' the differences are due to the bringing in of a long suit where the other side have held a slight preponderance or nearly equal amount of trump strength, which by a judicious or lucky force has been rendered unavailing to stop the suit.

"So far as they go they seem to me to support the long-suit theory. In fact, the new systems have not accomplished anything worth noting. The brief successes they had while new were chiefly due to the failure of the adversaries to understand them. Good hard whist is the prime factor, after all. The theory of the invitation lead is very pretty, but it often fails to work satisfactorily. The lead of a low card for the purpose of inviting a lead through an honor turned may work well, but unless partner can win the first trick it may and often does work badly. The leader is too often tempted to delay an immediate trump lead when proper for the sake of the invitation, and loss results.

"Trump-showing leads every now and then come up as new ideas, and supposed trick-winning devices. But they soon disappear again—as soon as learned by the other side. In regard to them it is perfectly safe to assume it to be an axiom of whist, almost as binding as an axiom of geometry, that any system which proclaims weakness in trumps (as these systems must) is disadvantageous.

"'Common-sense' whist is an excellent term, if it be understood to mean playing the game in a common-sense way, watching and noting the cards, drawing good, sound inferences, and shrewd management of the hands held between partners. Relying on an artificial system as the main thing, whether American leads, short suits, or any other, is not common sense. It seems to me uncommon nonsense.

"After watching these new systems for these several years, I have not seen any system which, in my judgment, is superior to the American leads system, as the general basis for the play of the hand. But any system, and all systems, apply almost exclusively to the original lead of the hand merely, and the result must in almost every case be largely a matter of luck so far as the first lead is concerned. After that the player must adapt his play to the conditions developed by the cards shown, and the result should,

if the element of luck could be eliminated, depend upon the most skillful common-sense management of the cards. I say, if the element of luck can be eliminated; but I am convinced, however, that it cannot be. One who has followed the recorded plays for the last few years, must, I think, be entirely satisfied that luck has very much to do with the result, very much more than was supposed to be possible when duplicate whist was first invented."

Notwithstanding the firmness displayed by each side in maintaining its position, the examination of published hands reveals the fact that more liberal ideas prevail in whist everywhere. The long-suit game is not invariably confined to the opening lead from the longest suit. Exceptional hands and situations are treated in an exceptional manner. In other words, the provisions for forced leads made by "Cavendish," Pole, and all the masters of the long-suit theory, but temporarily lost sight of in the general admiration excited by the long-suit game, have been resurrected and are being applied. Some apply them more liberally than others, but in the main the long-suit game, with American leads, modified in respect to the queen-leads, etc., by some players, forms the whist of the vast majority to-day. (See, also, "Long-Suit Game," and "Short-Suit Game.")

Whist has made great progress in the last two decades. The general tendency of improvement has been toward defining and generalizing the principles inherent to the game, with the result of systematizing the play, which, in turn, has assisted to further the interests of the combination of partnership hands, which Dr. Pole justly considers to be the broad fundamental principle on which the modern scientific game is based.—*N. B. Trist* [*L. A.*], *Harper's Magazine, March, 1891.*

In its original state whist was a four-handed game, in which, in admitting only the hierarchy of the cards in their order and class, two players were matched against two others to decide which party should gain the greater number of tricks. * * * It was not until it had passed its infancy, and had attained the mature age of manhood, that it was invested with the additional charm of the trump, and received successively those other attractive accessories—the honors, the call, etc.—*Deschapelles* [*O.*], "*Laws*," *Section 5.*

The game of whist is substantially the product of English soil, and its gradual development during more than two centuries, until it has all but arrived at maturity, is mainly due to British talent. From England it was carried, about a hundred and sixty years ago, into the centres of Parisian life, and the diplomatists and financiers from other countries who resorted to that capital became subject to its influence, and introduced it into the cities of their own lands. Its sway as the chief game at cards quickly reached all over Europe, even to the steppes of Russia, and held captive all classes of social life. The colonists who emigrated to America and Australia carried the game into even more remote districts, and during the last quarter of a century many varieties of play have been brought back to England from the thriving towns in the northwest provinces of the United States. It has now established its supremacy in every land inhabited by European nations or their descendants, and it may even be endowed with sufficient vitality for the conquest of future ages.—*William Prideaux Courtney* [*L+O.*], "*English Whist*," *1894.*

Whist in Art.—It would be interesting to know just how many times whist has formed the theme of the artist's brush, and a collection of whist pictures would be a unique and fascinating hobby for some wealthy lover of the game. Among the well-known English artists who are known to have devoted their talents to an occasional representation of which whist-players formed the theme, was Gillray, the great caricaturist. His picture, dated January 11, 1796, of four players, two men and two women, immersed in "twopenny whist," was much admired. In 1788 he represented Sir Joseph Mawbey, and three of his associates in Par-

liament, at a political game of whist. Another whist picture, by Rowlandson, entitled, "A Snug Rubber; or, Playing for the Odd Trick," was also very popular.

Whist in Colleges and Universities.—It is but natural that a highly intellectual game like whist should, for over a century, have found favor among the students in colleges and universities, and not only among the students, but among the faculty as well. We are told that as early as 1758 it had become a fit recreation for university men, in England. In No. 33 of the *Tatler*, the senior fellow of a college, at Cambridge, describes himself and his party as "sitting late at whist in the evening." It was a group of English college men who, in the middle of the present century, formed what was subsequently called the "Little Whist School" (*q. v.*), which gave to whist a scientific impetus such as it had never known before.

In America the game has likewise fared well in the past, at the hands of the studiously inclined, and to-day it is meeting with an ever-increasing and enthusiastic welcome in our institutions of learning. While it does not yet, as some of its most devoted admirers would like to see it, form a part of the college curriculum, it certainly must be admitted to exert a great and beneficial influence upon the mental training of the students. It is a notable fact, also, that many of the leading whist experts of this country learned the game during their college years.

Great whist activity has for a number of years prevailed at Harvard and Yale, and local tournaments, as well as inter-collegiate whist matches, have been the result. This is a natural outcome of the organization of the American Whist League, in 1891, which brought into existence many new clubs throughout the country, and gave rise to the now all-prevailing match-play between whist organizations.

The first match between Harvard and Yale was played May 4, 1895. For two years previous to this time, whist tournaments had been held at Cambridge, Mass., under the auspices of the Harvard Chess and Whist Club. As the chess element largely predominated in this club, a movement in favor of a new club, entirely devoted to whist, was inaugurated by C. D. Booth and W. T. Denison, who had attained a leading position as players in the tournaments. In order to arouse interest in the new club, and give it a prestige which the old one never had, they planned a match with Yale, and Mr. Booth finally opened up a correspondence on the subject. As a result, E. W. Hobart, of Yale (class of '95), met Messrs. Booth, Denison, and E. W. Ryerson at Cambridge, February 22, 1895, when a provisional agreement for a match between the two universities was drawn up. The Harvard men wished to have each side represented by eight players, but Mr. Hobart preferred to have only six, and his view finally prevailed. The next thing was to devise a plan whereby the players might be engaged in a regular team match. Yale preferred to play a series of single-table duplicate matches, but Harvard insisted on having the play arranged so that there would be no replay of deals by pairs who had originally played them, in order to avoid memorizing of hands. A schedule was devised to move the players so as to obviate this; but when Fisher Ames, who was chosen to act as referee, was told there were

to be six players on each side, he expressed his doubts whether teams of that number could play without having at least two pairs replay the deals which they had played before. He supported his position by the opinions of several prominent Boston players, including E. C. Howell, the well-known inventor of schedules for duplicate play. But a presentation of the matter, on the part of Messrs. Booth, Denison, and Ryerson, convinced Mr. Ames that the thing could be done after all, and he thereupon approved their plan, after making some improvements, in the way of moving pairs instead of boards, etc.

At the time this first American inter-collegiate whist match was arranged, Yale had, strictly speaking, no whist club as yet, but a committee had been appointed the previous fall, under whose supervision a whist tournament was held during the winter. Josiah H. Peck, of the class of '95, was the moving spirit in the matter. At both universities, we are informed, the system of management is the same. Each has a regularly organized club, and each club gives a tournament, open to all members of the university, whether members of the club or not. From the players who make the best records in these tournaments the captain of the team, who is elected by the club, chooses the six men who are to play on the team. In the tournaments the pairs are divided up into sections of four pairs each; each pair plays every other pair in its section, the best two pairs of each section go up into the next round, where another division is made of sections of four pairs each. In this way the poor players are gradually eliminated, so that by the time the semi-final and final rounds of the tournament are reached, the captain feels reasonably sure that he has the best talent in the college before him to pick from. This tournament play lasts a month or so, all the matches being sixteen deals each.

The first match between Harvard and Yale, as already stated, was played May 4, 1895. The match, like all subsequent ones, consisted of seventy-two deals played and replayed. Harvard's team consisted of C. D. Booth, acting captain, and W. T. Denison; A. D. Salinger and W. T. Gunnison; M. B. Jones and E. K. Hall. The Yale players were J. H. Peck, captain, and E. W. Hobart; A. F. Carpenter and J. H. Peck; C. S. Thurston and G. P. Wiley. The mode of playing a three-pair match is so interesting that it may be described here: No change of partners took place during the entire match. The six players of one team were seated north and south, and the six players of the other team east and west, at three tables. A series of eight deals was played at each table (the number could be made four, eight, or twelve, as preferred). The trays were left at the table where played, and the east and west players (Harvard) moved up one table, and the north and south players (Yale) down one table, and changed positions, north and south becoming east and west, and east and west changing to north and south. This was the overplay of the three series of deals, and completed the first round. The players then moved again in the same direction as before, Harvard up and Yale down, changing positions once more with each move, east to north, north to east, etc., and so on, and eight fresh deals were played for the beginning of the second round; after which the players moved and changed as before, and the second

half of round two was played. Three rounds made a total of seventy-two deals, of which each pair played forty-eight deals, meeting each opposing pair twice both as adversaries and opponents. The score was: Harvard, 968 tricks; Yale, 904 tricks. As in all team matches where the total number of tricks taken by each side is scored, the difference in the score is divided by two in order to show the number of tricks actually gained. In this case Harvard's gain and victory consisted of thirty-two tricks.

The second match between the two colleges took place on March 28, 1896, and was won by Harvard by a score of 37 to 27. The Harvard team consisted of C. D. Booth, captain, and W. T. Denison; J. W. Peck and F. N. Morrill; C. E. Whitmore and F. C. Thwaits. The Yale team consisted of L. R. Conklin, captain, and N. B. Beecher; W. A. Hendrick and R. Schuyler; F. Bryant and R. Cameron.

The third match was played on April 10, 1897, and Harvard again won, this time, however, by the narrow margin of three points, the score being 40 to 37. The Harvard team consisted of F. N. Morrill, captain, and C. D. Booth; F. Heilig and O. M. W. Sprague; W. Byrd and H. Endicott, Jr. The Yale team consisted of W. G. Cooke, captain, and A. C. Sherwood; N. B. Beecher and D. P. Cameron; S. Cameron and F. Bryant.

In the first match Yale played a rather mixed game, favoring long suits; the next year two of her pairs were conservative long-suiters, while one pair leaned toward the short-suit game. In 1897 Yale played a decidedly mixed game, but we are informed that "at no time has she played the radical short-suit game as advocated by Howell."

Harvard has almost universally played a conservative long-suit game. The first year "Cavendish" was their sole guide. The second year they took C. D. P. Hamilton as their authority, and in 1897 they followed very closely the ideas of L. M. Bouvé [L. A.], captain of the American Club team, of Boston. The fact that on this occasion they won by a smaller margin than previously is no reflection on Mr. Bouvé. Yale had the strongest team she had yet put forward, and, besides this, Harvard suffered from an attack of over-confidence when the match was two-thirds over, being then sixteen tricks ahead. This led to careless play, and Yale made the best of it, gaining thirteen tricks by good hard work in the third round. Harvard is more strongly than ever in favor of the long-suit game.

It may be interesting to show here how these college teams have compared in play with teams of acknowledged strength belonging to League clubs. Yale has not done much playing with older teams, but during 1896 it engaged a team of six from the Albany Whist Club in a match, and won by one trick. Albany was represented by what was considered her second, third, and fourth strongest pairs. Harvard has played against crack teams in Boston every year since the organization of the new club. In 1894 she entered a team of four for the New England championship, and it stood fifth out of seventeen teams engaged in the tournament. The same year the Harvard four played the Newton team, captained by Fisher Ames, and the result was a tie. They also tied the Press Club team, composed at that time of Howell, Clay, Becker, and Knowles. The American Club team, captained by L. M. Bouvé, defeated

them by three tricks, thus getting even for their defeat by Harvard in the New England championship tournament. The next year Harvard had a weaker team, and did not succeed in defeating any of the crack teams, although playing close matches against them all. In 1896 Harvard won about half of the matches her team engaged in. From this it will be seen that whist of the very best quality can be and is played by college teams.

Although as yet not participating in any inter-collegiate matches, Princeton, too, is beginning to awaken to the importance of whist as a recreation and amusement. The students began holding regular whist tournaments in 1897, in the hope of arousing sufficient enthusiasm to bring about a match with Harvard and Yale. In 1895, at the suggestion of a Princeton graduate, who was then a student in the Harvard law school, the captain of the Harvard team wrote to Princeton and offered to play a match. But Princeton was not in a position to accept, and also had to decline a similar offer from Yale in 1896. The year following, however, Princeton began to stand on her mettle, and in the Boston *Herald* for December 19, 1897, we read:

"At a meeting of the Princeton Whist Club, last Thursday, a letter from the secretary of the Yale Whist Club was read, in which Yale accepts Princeton's challenge for a contest. A letter has also been sent from Princeton to the Harvard team, but no reply has been received. If the Cambridge men do not enter, the dual match between Yale and Princeton will be played at Princeton, either during the Easter vacation or as soon after as possible. If Harvard accepts the challenge the games between Yale and Princeton will be declared off, and a new schedule arranged."

"No doubt we shall arrange to play a tri-collegiate match," writes C. D. Booth, of Harvard, under date of January 26, 1898, "but nothing definite is as yet settled." Harvard has appointed a committee to make arrangements. An effort will be made to have the teams consist of eight men each. "We have had no communication direct from Princeton," adds Mr. Booth; "hence, if the three-cornered match falls through, I cannot tell whether we shall arrange a separate match with her or not. At any rate, we shall play with Yale."

Whist is also popular among the faculty at Princeton, as would appear from the following, written in 1897, by one of the professors: "We have in Princeton a social club, called the Nassau Club, to which our faculty and the principal town people are eligible. Last year some twenty-five members of this club got together, and decided to form a whist club. They did so, calling it the Princeton Whist Club, and joining the American Whist League and the New Jersey Association. We got together a team, which played a few games with outside teams, and with very fair success toward the end of the college year. Owing to lack of time, this team has not yet been practicing; and I am afraid the chances for a good team this year are not very good. The whist club meets every Friday for duplicate whist, and the individual members play as much oftener as they wish."

Whist has also been popular to some extent at Brown University, and at one time W. H. Barney, at that time secretary of the American Whist League (who is a graduate of Brown), urged Harvard to arrange a match with the club of

his university, which he deemed a good one.

While there is no regular whist organization at Cornell University, as early as 1891 Horatio S. White tells of the existence there of an informal whist club composed of officers of instruction and administration, including one of the trustees, the treasurer, the librarian, and several members of the faculty. They played the five-point game, honors not counting, and no trick was allowed to be examined after it had once been quitted. In 1897 we are informed that the game is still played a great deal in faculty circles, and there is also an organization known as the Town and Gown Club, which devotes a good deal of attention to whist. It is composed of members of the university faculty and residents of Ithaca in about equal proportions.

Our inquiries as to the status of the game in Western colleges and universities brought us the following courteous reply from Professor Conway MacMillan, of the University of Minnesota: "I do not understand that whist in the West has become an inter-collegiate sport; but both among the students and the faculty it is a popular study. I presume a night scarcely passes that some of the University of Minnesota faculty are not engaged in a duplicate whist match. Team whist is played but sparingly outside of the clubs, but memory duplicate is quite omnipresent. At Wisconsin, and Chicago, and Nebraska, I am informed, there is also much whist interest."

Whist in France.—Whist was known in France at an early period through translations of Hoyle. The game was played by Louis XV., and under the empire was a favorite game of Josephine and Maria Louise. After the Restoration it was taken up more enthusiastically. "The nobles," says a French writer, "had gone to England to learn to think, and they brought back the thinking game with them." Talleyrand was one of the leading players of the day, and his *mot*—"You do not know whist, young man? What a sad old age you are preparing for yourself!"—is a standard quotation in whist literature. Charles X. was playing whist at St. Cloud on the twenty-ninth of July, 1830, when the tricolor was waving on the Tuileries, and he had lost his throne. His successor, Louis Philippe, when similarly engaged, was obliged to submit to what has been aptly termed an elegant insolence. He had dropped a louis, and stopped the game to look for it, when a foreign ambassador, who was one of the party, set fire to a billet of 1000 francs to give light to the king under the table.

In 1839 appeared a long-promised work on the game by M. Deschapelles, the great French player. It was the "Traité du Whiste," and much had been expected of it. It was, however, only a fragment of a larger work which was never finished. But even though it was but a fragment, it is by far the ablest and most original work that France has added to whist literature.

Whist in Novels.—Whist is frequently mentioned and described in the works of the English novelists from the time of Hoyle. Among the very earliest are the two passages relating to the game in Fielding's "Tom Jones," published in 1749. *Mr. Pickwick's* memorable experiences at Dingley Dell and Bath are delightfully portrayed by Dickens in the "Pickwick Papers,"

and Thackeray's "Virginians" contains much concerning the game and *Mr. Warrington's* varying luck with *Lord Chesterfield* and others. Nearly all the great novelists were themselves practiced players, and these scenes, as well as the pictures of *Captain Barnabee*, *Parson Dale*, and other whist devotees, which Lord Lytton draws in "My Novel," were the result of actual experience. Anthony Trollope thus reflected some of his own knowledge and opinions in "The Bertrams," in which occurs the card party of *Miss Todd*. James Payn is another novelist who has the advantage of being a good whist-player. His story, "A Very Quiet Rubber," in the third volume of his "High Spirits," is worthy of a perusal by every lover of the game. F. C. Burnand, in his "Happy Thoughts," gives us a picture of a rubber at which one of the players is made miserable by his bad luck. Mrs. Henniker, author of "Foiled," and Marmion W. Savage, author of "The Bachelor of the Albany," are among more recent English authors who dwell upon whist in the course of the story which they are telling. James Clay was the original of *Castlemaine* in the rubber of whist depicted in George Alfred Lawrence's "Sans Merci."

Whist in the Public Schools.—See, "Whist as an Educator."

Whist Lesson-Cards.—A pack of cards containing on the face of each of the more important cards printed directions telling from what combinations it is to be led, according to the system of American leads. A patent for this invention was granted to Fisher Ames, of Newton, Mass., February 7, 1893. (See, "Whist Patents.")

Whist Match Between Women.—The first important whist match exclusively for women was played in the Colonial Parlors, in Philadelphia, on December 17, 1895. The competitors were two local organizations, the Sarah Battle and the Trist Whist Clubs, twenty-four players on each side. Whether it was that the fire was not clear, or the hearth was not clean, or the game was not sufficiently rigorous, the renowned Sarah Battle lost the match by the overwhelming score of seventy-two tricks. The best average north and south for the Trist was made by Mrs. Musgrove and Mrs. Lex; while four tied for the best east and west score—Mrs. Barger, Mrs. Ellison, Mrs. Williams, and Mrs. Keen. The high score north and south for Sarah Battle was made by Mrs. Knight and Mrs. McCape; east and west by Mrs. Whitcomb and Miss Sartain. (See, also, "Woman's Whist League," and "Women as Whist-Players.")

Whist Match by Correspondence.—The first whist match ever played by correspondence was inaugurated and conducted by R. F. Foster. There were sixteen players in the tourney; play began on February 5, 1894, and the result was published in *Whist* of February, 1895. The sixteen players were arranged at random, at four imaginary tables. They were divided into two sections of eight each, and followed the changes of the schedule for eight individuals given on page 68 of Foster's "Duplicate Whist," changing places after every fourth hand. "The various changes having been written out in diagram," says Foster, "it was easy to see what positions at the table any given player successively occupied, and as the

hands were consecutively numbered, this gave his position in each of the twenty-eight hands that were to be played. The thirteen cards belonging to that position were then sent to him, with the turn-up trump, and he was asked to send in his original lead in the seven hands in which he was A. Printed slips were used, one for each trick, and these slips were numbered down the left margin, from one to twenty-eight, to correspond with the twenty-eight hands. Then followed four columns for the cards played by A, Y, B, and Z.

"The leads being all in, the cards led by A were entered on the score sheets prepared for keeping a record of the play. The name of each player being at the head of each column on these score-sheets, furnished a key as to whose turn it was next to play, and this player was notified (by writing the card played by A in the A column, opposite the number of the hand) that it was his next play. These plays by the Y players being all in, the plays of both A and Y were sent to all the B's, and they being received, the cards played by A, Y, and B were sent to the Z players.

"The trick being now complete, the slip sent in originally by A was filled out, to show him what cards had been played on his lead. The two missing cards were sent to Y, and the one played after B, to him. Whichever player had won the trick now sent in his lead for the next trick on a new slip, and so the play went on.

"Where there was no choice, a player having only one card of the suit led, the person conducting the tourney could fill it in at once, and thus save time. From this and several other causes, such as players forgetting to send in their plays on some hands, it was impossible to keep the hands all going at the same pace. So it soon happened that the same player would have reached the eighth trick in one hand, and be back at the third in another. Slips for each uncompleted trick having to be sent him, it often occurred that a player received seven trick-slips each week. This might not impress him very strongly, but the person conducting the tourney, receiving from four to seven slips from sixteen players at once, found that a very large table, and a still larger stock of patience, was necessary to go through them all.

"The best method was found to be to go through the hands in order, by the score sheets, and find whose turn it was to play. The slips of each player being kept separate, it was easy to reach the slip numbered for that trick, and enter up his play. All the plays being entered, the slips were then sorted into tricks, the sixteen slips belonging to each trick being placed together. The score-sheets were then again gone over, but only one trick at a time was examined, say the fifth. Each player whose turn it was to play in the fifth trick of any hand was notified of the cards already played. All the fifth tricks having been entered up, the sixth was taken up, beginning at the beginning again; then the seventh, and so on, as far as the play had gone. This being complete, the score-sheets were gone over again for the fifth trick only, and every fifth trick that was complete was entered up on the four slips of the players engaged in it, and a check-mark placed in the margin to show that all four knew all the cards played. The sixth, seventh, and other tricks were gone over in the same way, one at a time, and then the slips were mailed again. While

waiting for the next mail, the cards played in each hand were checked off the diagrams at the top of the score-sheets, to detect errors not noticed in entering up, as it was not at all uncommon for a player to play the same card twice, or even to play a card he never held.

"The time consumed, even after many weeks of practice, was usually ten hours for each play sent in, which was once a week. Two hundred and eighteen slips were used, and it took just eleven hundred and sixty-four postage stamps to send out the plays, and almost as many to return them.

"During the entire tourney only four errors occurred, and two of these were revokes, which were not detected until the diagram was checked up between mails."

In the contest E. C. Howell, of the American Whist Club, Boston, won first place, both in his eight and in the sixteen. In the second eight T. E. Otis, of Orange, N. J., and A. E. Taylor, of New York, were tied for first. In the sixteen Mr. Otis, Harry Trumbull, and W. S. Fenollosa were tied for second place. Both eights lost one hundred and sixty-eight tricks. In comparing the pairs of players who overplayed the same hands in the same position, but in different eights, French beat Paine thirteen tricks, Clay beat Haynes nine, Horr beat Coffin ten, Trumbull beat Taylor eight, Tatnall beat Lennox three, Howell beat Otis two, Wooten beat Baker two, and Fenollosa beat Stevens one. The following were the scores by eights:

FIRST EIGHT.

	Lost.
1. E. C. Howell	5
2. Harry S. Stevens	7
3. George Tatnall	9
4. Harry Trumbull	14
5. C. E. Coffin	16
6. J. P. Wooten	17
7. C. M. Clay	18
8. C. M. Paine	26

SECOND EIGHT.

1. T. E. Otis	6
2. A. E. Taylor	6
3. W. S. Fenollosa	10
4. Dr. Lennox	10
5. H. B. French	10
6. E. T. Baker	10
7. N. T. Horr	14
8. A. M. Haynes	22

The score for the sixteen was as follows:

	Lost.
1. E. C. Howell	12
2. T. E. Otis	14
3. W. S. Fenollosa	14
4. Harry Trumbull	14
5. Harry S. Stevens	15
6. N. T. Horr	16
7. George Tatnall	17
8. Dr. Lennox	20
9. H. B. French	20
10. A. E. Taylor	22
11. C. M. Clay	23
12. J. P. Wooten	24
13. E. T. Baker	26
14. C. E. Coffin	26
15. A. M. Haynes	32
16. C. M. Paine	33

The *personnel* of the players engaged in the match is thus given by Mr. Foster: "Mr. Harry S. Stevens is a member of the University Club, of Chicago, and is the gentleman whom 'Cavendish' thought the best whist-player he met during his visit to America. Mr. E. C. Howell plays on the team of the American Whist Club, of Boston, and is the recognized authority on probabilities in card games, many articles from his pen having appeared in *Whist*. Mr. W. S. Fenollosa is a whist-teacher in Salem, Mass., and a frequent contributor to *Whist* and the *Field*. Mr. Harry Trumbull was captain of the team that won the championship in 1894. When dying of consumption, the following winter, he played his last card at whist—the spade seven at the tenth trick in hand No. 9*a*. Mr. N. T. Horr,

of Cleveland, has contributed several articles to *Whist*, chiefly historical. Mr. T. E. Otis, of Orange, N. J., is a whist-teacher, and a member of several prominent New York whist clubs. Mr. George Tatnall is captain of the Wilmington (Del.) Whist Club, and is one of the veteran tournament players. Dr. R. Lennox, of Brooklyn, is one of the leading players in the great tournaments. Mr. C. M. Clay is celebrated as a composer of perception problems in *Whist*. Mr. A. E. Taylor, of the Knickerbocker Whist Club, New York, is one of their best players. Mr. H. B. French is from the Philadelphia Whist Club, and also plays on the Art Club team. Mr. J. P. Wooten is the captain of the Capital City Bicycle Club team, of Washington, D. C., the champions for 1892–'93. This gentleman has won a prize at every whist congress, and is considered one of the most brilliant players in the League. Mr. C. E. Coffin is the author of several works on whist, 'The Gist of Whist' being the best known. Mr. E. T. Baker is one of the best known of Eastern tournament players. Mr. C. M. Paine is the editor of *Whist*, a monthly journal devoted exclusively to the interests of the game."

We may add that Mr. Foster's "Whist Tactics" is based upon the match, and contains the hands in full.

The idea of whist by correspondence, thus suggested, was taken up by the American Whist League, and, in pursuance to action taken at the whist congress, President Schwarz, in the fall of 1895, appointed the following committee on tournament by correspondence, with full power to act: Milton C. Work, of Philadelphia, chairman; A. E. Taylor, of New York, and John T. Mitchell, of Chicago. At this writing (January, 1898,) nothing definite has as yet been accomplished.

In *Whist* for November, 1897, W. B. Brush, the originator of the "Brush Tramp Trays" (*q. v.*), communicated the particulars of another whist match by correspondence, which had just been commenced, and which is still unfinished at the present writing. The match consists of two tables, each playing four deals at a time, and after playing through, the hands are exchanged and played over, making it practically two teams of four. Says Mr. Brush: "Table No. 1 is composed of Miss J. E. Lee, Albuquerque, New Mexico (north); Miss N. S. Baldwin, San Francisco, Cal. (west); Mrs. E. C. Howell, Boston, Mass. (east), and myself (south)—east and west playing the 'Howell openings,' and north and south playing the Foster system, as published. Table No. 2 is composed of Mrs. Clarence Brown, Toledo, Ohio (north); Mrs. E. L. Wood, Brookline, Mass. (east); Colonel A. S. Burt, Fort Missoula, Mont. (west), and Colonel Hy. Hutchings, Austin, Texas (south)—east and west will play the American leads, and north and south the Foster system, as taught. To Mr. Foster, I believe, is due the credit of originating the game by correspondence, and I believe if it were more universal it would be the better for those who wish to learn the game."

Whist Match by Telegraph.—In *Whist* for April, 1897, John Hall asks: "We occasionally hear of chess tournaments by telegraph between cities miles apart. Why not whist? We will say, for instance, a match is arranged between New York and San Francisco, and that San Francisco at table one are

north and south. Two gentlemen representing New York would sit east and west, and at New York two would sit north and south for San Francisco. If the tray indicates that it's San Francisco's deal, the deal is made, and east and west's hands are taken from the table and wired to New York, and then New York leads. A messenger quietly, but without delay, walks over to the operator and communicates the card played, and a messenger at San Francisco takes the card from the operating table and places it in front of the gentlemen representing New York. A half dozen tables could be managed easily. The only delay of consequence would be transmitting the original hands. After that, with intelligent service, the play should go along smoothly. If one of the players happened to be a telegraph operator, he should be kept out of earshot from the instrument while the opponents' hands are being transmitted; after that it makes no difference.

"The Western Union or Pacific and Postal would, I am sure, allow the use of their wires, after say 8 o'clock p. m., for such a novel contest.

"In the same way a match could be arranged between England and the United States, and the cable company that first offers its services will have the thanks of the whist world, and a splendid advertisement besides."

Whist, in commenting upon the above, remarked that while Mr. Hall's suggestion was not new, the few experiments that had been made had not favored an extension of the practice. "Though we cannot recall the exact date and circumstances," continues *Whist*, "we remember several instances of the kind. One was between Philadelphia and Harrisburg, another between London and Nice—but the result was unsatisfactory, for the game inevitably 'dragged' so as to become wearisome. Even with the method suggested, of running wires into the rooms, we doubt if a tournament game could be played satisfactorily."

Whist Memory.—The ability to remember the cards that have been played, and other features of the game learned by observation. (See, "Attention at the Whist Table," "Inattention," "Memory," and "Observation.")

"Whiston, Professor."—A name under which Edmond Hoyle was satirized in "The Humours of Whist" (*q. v.*), which appeared in 1743, the year after his book on whist was first published.

Whist Pack.—A pack of ordinary playing cards, with four additional cards for whist purposes. These four extra cards contain a table of American leads from every possible combination, including special trump-leads. The backs of the cards of instruction are the same as the rest of the pack, in order that their position in the hand may not attract attention or disclose information. One of the extra cards is handed to each of the players at a table before the rest of the pack is shuffled and dealt. Each player then places the extra or "lead" card with his hand (as though it were part of the same) for ready and easy reference in playing and drawing inferences. Whist packs were copyrighted and placed upon the market in 1894 by the author of this volume. R. F. Foster had previously issued a card of instruction called "Whist at a Glance," but this was laid upon

the table for consultation by any of the players. It was unknown to us at the time, as was also the effort of W. H. Barney, who had had the leads printed upon cards for distribution. The idea of making four such cards of instruction a part of a pack of cards, to be used in the manner described, was distinctive with the whist packs.

Whist Party.—A gathering of four or more persons for the purpose of playing whist; also, in a broader sense, a social entertainment in which whist forms the chief, although not exclusive, feature.

There is something very attractive in the chronicle of the whist parties of old. There was no ostentation or display, no desire to outshine a neighbor by an ampler spread of wines and luxuries. Simplicity—a stern simplicity of entertainment—marked all such combinations. Their cost was within the reach of all, and they were enjoyed by all who received an invitation to attend them.—*W. P. Courtney* [*L+O.*], "*English Whist.*"

Whist Patents. — A careful search of the records of the Patent Office at Washington reveals the fact that up to this date of writing (January, 1898) there have been granted in all thirty-two patents for devices or improvements in whist, three relating to straight, and twenty-nine relating to duplicate. We give them in chronological order, together with a brief description of each invention:

Patent No. 404,782, granted June 4, 1889, to Robert F. Foster, Baltimore, Md. (now of New York). A pack of cards divided into sets or hands in which each card is provided with indicators designating the hand to which it belongs, and the order of playing it in pre-arranged games.

Patent No. 462,448, granted November 3, 1891, to Cassius M. Paine and James L. Sebring, Milwaukee, Wis., and Kalamazoo, Mich. A tray for the game of duplicate whist, provided with four holders arranged to retain the several hands of the original play by themselves and in order for the duplicate play.

Patent No. 481,995, granted September 6, 1892, to Milton C. Work, Philadelphia, Pa. In a duplicate whist apparatus a series of four subdivided compartments, each compartment marked respectively to designate the leader, second hand, third hand and fourth hand, and each subdivision marked to designate the order in which the respective hands to be contained therein were played.

Patent No. 491,302, granted February 7, 1893, to Fisher Ames, Newton, Mass. Playing cards provided on their faces with letters, figures, or marks, as set forth, the marks on each card indicating the combinations of cards, including the one so marked, from which combinations the card so marked is the proper lead.

Patent No. 499,406, granted June 13, 1893, to S. T. Varian, East Orange, N. J. A pack of cards having on their faces the usual marks and small quadrangular figures printed upon each card, and marks outside the angles indicating the plays from plain suits, and marks within the angles indicating the plays from trumps.

Patent No. 502,089, granted July 25, 1893, to William O. Bird, Cambridge, Mass. A pack of playing-cards having the usual marks upon their faces, each card carrying an indicator whereby the hands dealt out of a pack of such cards are recorded, and may be re-dealt from the same pack.

Patent No. 514,302, granted February 6, 1894, to John G. Butler,

Augusta, Ga. Apparatus for playing duplicate whist, comprising a cross-shaped tray having a raised border with its top open, card receptacles within the branches projecting outward from the centre portion, and provided at or near the inner ends of said branches with inwardly extending projections designated to confine the cards in a given direction, with freedom for removal when required, and means for holding the cards in said receptacles.

Patent No. 516,224, granted March 13, 1894, to Charles E. Parks, Somerville, Mass. Apparatus for playing duplicate whist, consisting of a table having four independent groups of card-carrying levers, each lever being independently operated by the player to display the card borne by it.

Patent No. 521,302, granted June 12, 1894, to Arthur H. Woodward, Chicago, Ill. Duplicate whist boxes. A closed rectangular case, corresponding in size to a pack of cards, and divided into four compartments arranged one above the other, and each provided with a single opening (one in each side and one in each end of the case), the said openings being arranged in opposite sides and opposite ends of the case, whereby the case is adapted to receive and retain the four hands in the respective compartments. Also, a device whereby the hand in each compartment may be projected a slight distance out through the opening.

Patent No. 525,941, granted September 11, 1894, to Gustav A. Bisler, Philadelphia, Pa. Apparatus for playing duplicate whist. A tray composed of plates with intervening corner and central blocks forming pockets closed on their sides and inner ends, and open at the outer edge of the tray.

Patent No. 529,699, granted November 27, 1894, to George S. Boutwell, New Bedford, Mass. Duplicate whist table. A stationary central disk firmly mounted at the top of a central post or standard and rabetted for the purpose of steadying a revolving top, index counters surmounting the central disk; top pockets in revolving top, swinging receivers under the revolving top; when open projecting slightly beyond the edge.

Patent No. 530,665, granted December 11, 1894, to William Sowdon, New York. Duplicate whist apparatus. A game box divided into two or more compartments, adapted to hold one or more packs of cards; a rest consisting of a flat piece having an angular extension at one end, so constructed that it may be used to lift the packs or hands from the box and support the separate packs or hands in the several compartments in an inclined position.

Patent No. 532,619, granted January 15, 1895, to Charles E. White, Syracuse, N. Y. Card rack for duplicate whist, comprising a base having a centrally disposed case subdivided into a series of card-receiving compartments to receive a corresponding number of decks of cards, and a series of stalls opening outward to receive the played hands, the number of stalls corresponding to each other and to the number of card-receiving compartments.

Patent No. 534,843, granted February 26, 1895, to William Sowdon, New York. Duplicate whist apparatus. A box constructed to hold cards, and having a rough upper surface at its bottom to prevent the cards from slipping thereon, guide-rods parallel with the bottom and sides, and extending from end to end; and movable dividers fitted to

slide thereon, and a step at the bottom of the box to co-operate with the back of the box and the roughened surface at the bottom to hold the dividers and playing-cards between them in an inclined position.

Patent No. 535,920, granted March 19, 1895, to Cassius M. Paine, Milwaukee, Wis. Apparatus for playing duplicate whist. A wire skeleton frame, provided by bendings of the wire with legs for rests and for stops, with four arms so arranged at their extremities as to form by bendings of the wire on two levels a shelf into which separate hands of the original play of duplicate whist are to be thrust, and in which they are to be held in place by the slight spring of the loops of the two planes, so that the cards will be segregated by themselves for the duplicate play, one of the arms to be different in superficial appearance from the other, so as to indicate the dealing and leading hands.

Patent No. 536,198, granted March 26, 1895, to Herbert H. Everard, Kalamazoo, Mich. In a duplicate whist tray, holders for cards consisting of springs securely attached at each end, the ends upwardly projecting, and the middle concave coming close to the boards.

Patent No. 542,748, granted July 16, 1895, to Fisher Ames, Newton, Mass. Tray board for duplicate whist. A flat tray board of sheet material composed of a body; four projections, each of the width at its inner end of a playing card, and wider at its outer end, and each of about half the length of a playing card; and bands held in place by the shape of the projections and body.

Patent No. 543,746, granted July 30, 1895, to Hugh Mitchell, Duluth, Minn. Duplicate whist board. In a duplicate whist board the combination, with a suitable board, of a single straight integral elastic band attached at intervals to said board, so as to form a plurality of card-retaining rings, and straps applied on the respective straps for lifting the same, whereby the whist hands can be slipped beneath the said straps and kept separated.

Patent No. 544,907, granted August 20, 1895, to L. F. Braine, Ridgewood, N. J., and B. G. Braine, Brooklyn, N. Y. A duplicate whist score-card, consisting of two plates secured one to the other, each having a series of oppositely placed openings therein, and a series of revolving disks located between the plates, each disk in the series having numbers on its opposite faces, from 1 to 13 inclusive, and disposed in such a manner that the sum of the numbers simultaneously exposed through said openings is 13, whereby the number exposed through one opening may indicate the tricks taken in the original score by one set of players, while the oppositely and simultaneously exposed number will indicate the number taken in the duplicate score, by the same set of players.

Patent No. 546,572, granted September 17, 1895, to F. L. Barrows, Ironwood, Mich. A duplicate whist apparatus, consisting of a medially divided tray, and a flexible connection between the two portions of the tray, each portion of the tray carrying two pockets to receive the hands.

Patent No. 548,185, granted October 22, 1895, to Herbert H. Everard, Kalamazoo, Mich. Duplicate whist apparatus. The combination of the trays; broad, flattened hooks, square at the end; rubber-band holders folded into the ends of said hooks, so that the bands can easily

be detached or renewed, the hooks being adapted to be concealed in the depressions in the trays.

Patent No. 548,255, granted October 22, 1895, to Albert H. Howard, Kalamazoo, Mich. Duplicate whist tray. A mat for use in playing the game, and for holding the cards, consisting of a square of flexible material, with fasteners at the corners and toward the centre thereof, to fold the corners of the same over the hands of cards, and fasten them there; also, a band or strap to retain the cards in position.

Patent No. 548,740, granted October 29, 1895, to L. F. Braine, of Ridgewood, N. J., and B. G. Braine, of Brooklyn, N. Y. Duplicate whist box. A box for holding cards for playing the game of duplicate whist, consisting of several partitions having their ends free, and a movable indicator, located within said box, showing the compartments into which to place the cards during the original play while in one position, and the compartments from which to withdraw the cards during the duplicate play while in the other position.

Patent No. 549,614, granted November 12, 1895, to F. Sanderson, Chicago, Ill. In an apparatus for playing duplicate whist the combination with a base-plate of a top-plate, separated therefrom and held in relative position by means of a rectangular central block, whereby a card receptacle is formed around the block, the base-plate larger than the top-plate, and provided with a ridge or raised portion outside the dimensions of the top-plate, opposite to the four edge faces of the central block, which serves, in combination with the top-plate, for the purpose described.

Patent No. 552,732, granted January 7, 1896, to Luther C. Slavens, Jr., Westport, Mo. Apparatus for playing duplicate whist, consisting of a series of trays, each of which is provided with holders for the several hands, and a character upon each tray to distinguish it from the others, and an auxiliary tray provided with a number of holders equal to the number of playing trays, each holder on said auxiliary tray being provided with a character corresponding to the distinguishing character of one of the playing trays.

Patent No. 553,741, granted January 28, 1896, to Lucius C. Thompson, Rolfe, Pa. A duplicate whist board, provided on its upper side with four rows of numerals parallel with its respective edges, and forming an open central rectangular field, a loop for each row of numerals extending parallel therewith, and formed of flexible material adapted to be flexed upwardly to admit the cards thereunder, and hold them down on the board, and a pointer sliding on every loop and extending toward the numerals.

Patent No. 555,903, granted March 3, 1896, to W. T. Johnson, Washington, D. C. A duplicate whist tray, consisting of a bottom-plate and an upper-plate, with interposed partitions and side walls, dividing the space between said plates into a series of horizontal compartments, wholly closed upon their sides and inner ends, and partially closed at the edges of said tray by the said side walls, the cards being adapted for removal through openings in the upper plate partially covering the several underlying compartments.

Patent No. 561,786, granted June 9, 1896, to Louis W. Heath, Grand Rapids, Mich. In a card-holder for playing duplicate whist the combination of two wings hinged together, and adapted to be folded to simulate a book, and provided

on the back to designate its number, so that when opened the mark will be concealed; a transverse strip, approximately the thickness of thirteen cards, attached to the face of each wing, a metallic spring secured intermediate its ends to said strip, and at right angles thereto, and adapted with its free ends to clamp packages of cards to said holder.

Patent No. 564,227, granted July 21, 1896, to Frederick Sanderson, Chicago, Ill. Apparatus for playing duplicate whist. A series of card-receptacles arranged radially in the same plane, and formed by a flat base and top plate separated by a series of blocks, with a central space between the several receptacles, a game counter mounted in a central hole in the top plate and in the central space.

Patent No. 568,600, granted September 29, 1896, to Florence H. Butler, Cincinnati, O. Duplicate whist board. The combination of a rectangular board or backing made the size of cards used, and having the desired characters or symbols on its face and back; a series of elastic loops or bands projecting laterally from the four sides or edges of said board, and adapted to receive and retain intact the several hands of cards; also to enable said hands to be folded or laid one on the other over said board or backing, and a fastening strap to encircle the folded packs and hold them.

Patent No. 589,089, granted August 31, 1897, to James W. Johnson, Chattanooga, Tenn. A duplicate whist table having a top provided with a series of slots arranged in radial relation to each other, with their inner ends in the arc of a circle and their outer ends upon a smaller arc, with a curved groove intersecting said slots, and a support for the cards beneath the slots at such distance beneath the same that when cards are placed in the slots their upper edges will fall beneath the upper surface of the top.

Patent No. 597,122, granted January 11, 1898, to John Omwake, Cincinnati, O. In a duplicate whist apparatus the combination of a box having a plurality of compartments, each provided with a stationary inclined bottom, means for maintaining cards against lateral movement in said compartments, and a cover contacting with the cards and co-operating with said box to maintain the cards in their proper relative position and against displacement therein.

"Whist Popes, The."—A term applied by their opponents to Messrs. "Cavendish" and Trist on account of the universal deference to, and confidence in, their opinions shown by the rank and file of the modern scientific school.

When the whist-players of America met in Milwaukee, in 1891, to worship at the shrine of their favorite game they seem to have acknowledged two popes—"Cavendish," in London, and Trist, in New Orleans. Anything either of these authorities might say was received with all the respect characteristic of those who believe in the doctrine of infallibility as applied to whist. * * * Fortunately, the two gentlemen in whose hands the destinies of the whist world were placed, were agreed upon most of the vital points connected with the game as it was then played. "Cavendish" was the final arbiter in everything, and any person who disagreed with his views or questioned his decisions stood in about the same relation to orthodox whist-players as Bob Ingersoll does to the established church. —*R. F. Foster* [*S. O.*], *Monthly Illustrator.*

"Whist Queen."—See, "Wheelock, Kate."

Whist Received at Court.—Whist was formally received at court, and acknowledged as one of

the royal amusements in England, about the middle of the eighteenth century. In 1720 the "Court Gamester," written for the young princesses, contained an addition called the "City Gamester," containing less polite games used east of Temple Bar. Whist was included in the latter, but in the eighth edition, published in 1754, it was honored by being transferred to the court or palace division.

Whist, Schools of.—So great is the interest taken in whist, especially in this country, that many systems of play and schools of players are naturally formed and upheld. In a general way the old and the new school—the conservative and the progressive—seems to be the proper dividing line, but the new school is in turn divided up into other so-called schools. Foster, in his series of articles, "Whist and its Masters," published in the *Monthly Illustrator* (1896-'97), enumerates the following: (1) The Old School; (2) the New School; (3) the Signaling School; (4) the Scientific School; (5) the Number-Showing School; (6) the Duplicate School; (7) the Private Convention School. (See, "System," and "Whist, Varieties of.")

Whist Season, The.—Whist is undoubtedly played more generally in the winter than in the summer season, although the game forms a favorite pastime also at summer resorts, and the tournaments of the American Whist League always take place during the heated term, forming part of a delightful outing. Outdoor sports and exercise, however, claim a large share of attention among the general public in the season of long days and short nights, and whist, as an indoor amusement and recreation, must necessarily be laid aside to some extent.

By a singular coincidence (or shall we call it by a provision of nature?) the months which rejoice in the letter "r" are precisely those which are best adapted for the cultivation of whist.—*Blackwood's Magazine, November, 1838.*

Whist Sense.—The quality of mind in a player which enables him to grasp and solve difficult situations in whist-play regardless of rule, and as if by intuition. Whist sense is an evidence of whist genius.

That an inference is true or erroneous, reasonable or fanciful, cannot always be demonstrated by logical or mathematical process, and the only test lies in the results accomplished, particularly in practice. And yet it is this very element of uncertainty as to the precise meaning of a play which affords the opportunity to the whist-player to show his quality—his whist sense.—*C. Hatch* [*L. A.*], *Whist, February, 1895.*

Whist Strategy.—See, "Strategy."

Whist, Varieties of.—There are at least a score of games which are offshoots or varieties of whist, but in nearly every case there is just enough of similarity to claim relationship, and that is all. Not one of the varieties can compare with the original or parent game. Of the so-called varieties there are traced and noticed in this work the following: "Boston," "Boston de Fontainbleau," "Bridge," "Cayenne," "Chinese Whist," "Favorite Whist," "French Boston," "German Whist," "Humbug Whist," "Invincible Whist," "Mort," "Prussian Whist," "Russian Boston," "Scotch Whist," "Solo Whist," and "Swedish Whist." Also, these, which are more entitled to be classed with whist: Double-dummy, and dummy; and these, which are

whist with modifications in the method of playing, or the arrangement and movements of the players: Compass, drive, duplicate, mnemonic duplicate, and progressive. (See, also, "American Game," "Long Whist," and "Short Whist.")

There are three distinct games of whist: Long whist, ten points; short whist, five points; and American whist, seven points. In the two former honors are counted; in the latter they are not. Whist is also very frequently played for continuous points without reference to games. There are, too, the so-called duplicate, progressive, and drive whist; the last, it has been claimed, evidently receiving its name from its unfortunate tendency to drive good players crazy. The Germans have a mongrelized game, combining the principal features of whist and pitch. There is also a game called Scotch whist, which, "Cavendish" says, bears about the same resemblance to whist that the Scotch fiddle does to the violin.—*Emery Boardman* [*L+A.*], "*Winning Whist.*"

Whist Without a Trump.—In *Whist* for April, 1895, C. T. Dutton, of Kewanee, Ill., inquires concerning "whist without a trump," which he saw some Scandinavians play. Not understanding the language, he could not obtain any explanation of it from the players. In reply to this communication, Mr. Dutton received a letter from S. J. Rasmussen, of River Falls, Wis., and this as well as the subsequent correspondence has been submitted to us. From the description which Mr. Rasmussen is able to give, it would appear that the Scandinavians in the Northwest play the game of "cayenne" (*q. v.*), or a modification of it. In this so-called variety of whist, among other modes of play, a dealer may announce a "grand" and play for tricks without any trump-suit; or he may play "nullo" and try to make as few tricks as possible without naming a trump-suit. In "bridge" the players also have the privilege of playing without a trump, and it is considered advisable sometimes under certain conditions. So, also, in "solo whist" the *misère* or "nullo," and the "spread," are played without any trump-suit.

Whister.—One who plays whist; a term of recent origin in America.

"Whitechapel Play."—In the early history of whist this term was used as expressive of very bad or ignorant play. As early as 1755 it occurs in *The Connoisseur*, which was published by Colman & Thornton, in London, in an article in which a school for the education of young ladies in the art of whist is humorously advocated. The phrase is obsolete now, having been superseded by "bumblepuppy" (*q. v.*).

"Whitechapel play" used to be the contemptuous expression applied to a man who played his aces and kings at random, without any attempt to utilize them to bring in a long suit, or to benefit his hand by their aid in other ways. In and around Manchester the same kind of wasteful play was known by the term of "Oldham play." At Edinburgh the old ladies designated it as "chairman's play"—a phrase which carries the mind back to the days when ladies were carried in sedan-chairs.—*W. P. Courtney* [*L+O.*], "*English Whist.*"

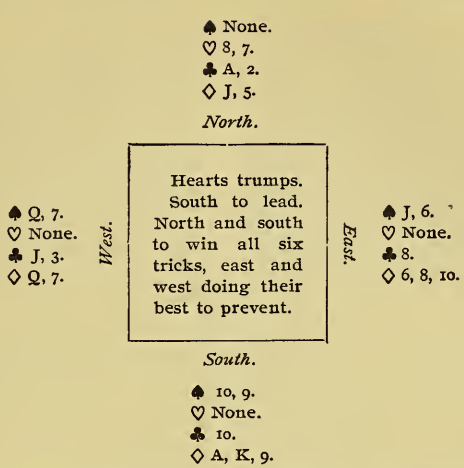
Whitfeld, William H.—The foremost inventor of double-dummy problems, and a whist mathematician and analyst of great ability. Mr. Whitfeld was born at Whist Villa, Ashford, Kent, England, October 15, 1856. He informs us that the name of the house had reference to its retired character, and not to the game. He attended a private school at Ramsgate, and afterwards, in 1876, entered Trinity College, Cambridge. He came out as twelfth wrangler, and took his degree in honors in 1880. As

the best English mathematicians graduate at Cambridge, to be high up in the list of wranglers indicates unusual proficiency. After teaching school for two years, he became mathematical lecturer at Cavendish College, Cambridge (named after the Duke of Devonshire, and not after Henry Jones). It is another coincidence that the college is located in the parish of Trumpington. After Cavendish College became involved in financial difficulties, in 1891, Mr. Whitfeld sought other fields of labor, and he is, among other things, engaged by the examining syndicate of bodies affiliated with the University of Cambridge.

Mr. Whitfeld has been very fond of whist from an early age. Though at no time a great frequenter of the whist-table, as compared with some devotees of the game, he has devoted much spare time to analyzing positions and working out problems. His first contributions to whist literature consisted of some double-dummy problems published in 1880 in the Cambridge *Review*, an undergraduates' journal. His fame as a whist problemist was established, however, by a double-dummy problem which he sent to the London *Field*, and which appeared in its issue of January 31, 1885. This is conceded to be the most difficult problem of its kind ever constructed. It may be of interest to know that it was composed in bed. Mr. Whitfeld was kept awake one night by a strong cup of coffee, and employed his sleepless moments in thinking it out. In the morning it was finished. Before its appearance in the *Field*, "Cavendish" sent a copy of it to N. B. Trist, and the latter had it published in the New Orleans *Times-Democrat*, from which paper it was extensively copied, and went the rounds in this country. Many whist-players wrote that there must be some mistake about it, as they found it impossible of solution. As eminent an expert as C. D. P. Hamilton stated that it took him two weeks, and he did not see how Proctor could possibly have solved it in fifteen minutes—that was the story which had come over from England. Proctor's name was curiously connected with it in this country. It was generally spoken of as the "Proctor problem," and Professor Proctor was supposed to have composed it. It required a letter from "Cavendish," in *Whist*, to correct the error.

R. F. Foster writes as follows concerning the problem in the New York *Sun* of March 1, 1896: "H. H. Waldo, a bookseller in Rockford, Ill., published it in the Rockford *Gazette*, in 1885, and offered any whist book on the market as a prize for its solution. The Racine Whist Club spent three weeks over it in vain. No one in the Milwaukee Whist Club could solve it, and the prize was finally won by Dr. B. F. Crummer, of Omaha, Neb., who sent in his solution many weeks after the problem first appeared. Nothing indicates better than this problem the progress whist has made in the past ten years. In 1885 a prize for its solution went begging for months; to-day we have thirty-five correct answers out of one hundred and fifty-eight attempts."

We give the problem herewith, in its original and correct form, together with the solution, as received from Mr. Whitfeld himself. In this case, as in all other problems, the solution should not be consulted until all efforts to work out the answer have failed, or until it is desired to verify a solution arrived at:



The correct solution of the problem is as follows:

Trick 1.—South leads ace of diamonds, on which north plays jack. This is the key to the problem. Only by this play can north reserve the opportunity of playing a diamond through west and giving south a finesse, should the development warrant such a course.

Trick 2.—South leads ten of spades, which north wins with seven of hearts.

Trick 3.—North leads eight of hearts, on which south discards ten of clubs. West is obliged to unguard one of the plain suits. His best discard is the spade, since his partner also guards that suit.

Trick 4.—North plays ace of clubs, and east is compelled to unguard the spade or diamond suit. South, playing after east, keeps the suit from which east has discarded.

Trick 5.—North leads a diamond, which south wins with the king.

Trick 6.—South leads the thirteenth spade or diamond.

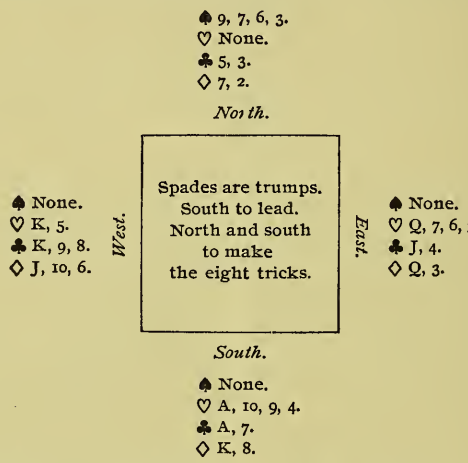
It should be noticed that if at trick three west discards the queen of diamonds, he leaves south with the tenace over east, and if he discards a club, north will make his small club.

We may add that the problem, since its original publication, has frequently been republished in a somewhat altered or disguised form. One of these variations was given in the London *Field* of December 14, 1889, where the suits and some of the unimportant cards were changed from the original. The New York *Sun* of March 1, 1896, contained another variation.

The first publication of the problem in the *Field* was followed by other interesting and difficult hands composed by Mr. Whitfeld, as well as by articles on whist, in which his mathematical genius was displayed in close reasoning and subtle analysis. In 1892 he became regularly connected with the staff of the *Field*, and in 1893 he had entire charge of its card department during "Cavendish's" absence in

America. Mr. Whitfeld is also a frequent contributor to *Whist*, America's representative journal of the game. In 1896, with "Cavendish," he attended the sixth congress of the American Whist League, at Manhattan Beach, when President Schwarz introduced him in the following words: "I would like to say, in regard to Mr. Whitfeld, that he has long been associated with 'Cavendish' in the conduct of the London *Field*, and has made many valuable contributions to the whist literature of this country; and that, as a whist mathematician, he is without a superior."

In closing this brief notice, we take pleasure in giving another one of his very best double-dummy problems; in fact, he himself considers it of nearly equal merit with his more celebrated achievement:



The correct solution of the problem is as follows:

Trick 1.—South leads a small heart, which north trumps.

Trick 2.—North leads a trump, forcing a discard from east. If he discards a heart, south will finally make a trick in that suit with the last heart. He must, therefore, discard a club or a diamond. The position of the cards in these two suits being in all essential respects similar, we need only take one case. We will suppose that he discards a club. South then also discards a club.

Trick 3.—North leads a club, which south wins.

Trick 4.—South leads the best heart, to which north discards a diamond.

Trick 5.—South leads a small heart, which north trumps.

Trick 6.—North leads the last trump. Unless east keeps his heart south will make the last heart. East must therefore discard a diamond. South then discards his heart. West is now in a difficulty. If he discards a club, north will take a trick with the last card of that suit, and if he discards a

diamond his remaining one will fall to south's master card, and south's last diamond will win a trick. In either case, north and south win all the tricks.

Not one player in fifty can solve it [the Whitfeld problem] without assistance. It seems remarkable that so difficult a combination could be set up with only six tricks.—*Whist, October, 1892.*

The problem which we gave on the sixteenth is generally known as the "Whitfeld" problem, and was composed by W. H. Whitfeld, "Cavendish's" understudy as whist editor of the London *Field*. "Cavendish" says it is the most difficult problem with six cards ever composed. Some persons call it the Proctor problem, but Proctor simply introduced it to this country.—*R. F. Foster* [*S. O.*], *New York Sun, March 1, 1896.*

Whitfeld Problem.—See, "Whitfeld, W. H."

Winning Card. — The highest card in play of any suit; the king card; the master card (*q. v.*)

Play out a winning card before a twelfth or thirteenth card, as the adversaries might discard the only one of the suit, and ruff your best card.—*H. F. Morgan* [*O.*].

"Win the Rest."—Some players, either through carelessness or inexperience, at times show undue haste in taking in the final tricks which they consider as good as won. There are good reasons why every hand should be played out to the last round.

Should a player say, "I can win the rest," "I have won the game," or make signs to that effect, his hand shall be thrown down.—*Deschapelles* [*O.*], "*Laws*," *Article 122.*

If any player says, "I can win the rest," "The rest are ours," "We have the game," or words to that effect, his partner's cards must be laid upon the table, and are liable to be called.—*Laws of Whist* (*American Code*), *Section 36.*

By the English code, if a player says, "I have game in my hand, I can win the rest," there is no penalty. By the American code, law 36, the partner's cards must be laid upon the table, and are liable to be called.—*A. W. Drayson* [*L+ A+*], "*Whist Laws and Whist Decisions.*"

Woman's Whist League.—This most interesting and welcome national organization dates from the woman's whist congress (the first of its kind) which was held at the Hotel Walton, Philadelphia, beginning April 27, 1897. The Woman's Whist League was the outcome of a movement which had been gathering force for several years. The rapid increase of women whist-players, thanks to the efficient teaching of Miss Kate Wheelock, and many other able women following in her footsteps, and the great proficiency in the game shown by thousands of the fair sex, made it inevitable that they should eventually have a central organization, aside from their local clubs or coteries.

While the constitution of the American Whist League did not prohibit women from joining, the idea of a separate league seems to have been entertained by the great majority. At first Miss Wheelock planned an auxiliary to the American Whist League, but after due consideration the matter was postponed for a time. It was next taken up in the Trist Whist Club, of Philadelphia, and a delegation of its members went to the sixth congress of the American Whist League, at Manhattan Beach, 1896, with a communication asking the advice of the League upon the subject, but after an informal conference action was deferred. The communication was as follows:

At a meeting of the executive board of the Trist Whist Club, of Philadelphia, held June 10, the possibility of being in some way affiliated with the A. W. L. was discussed. The board appreciated the difficulties in the way of full membership, but realizing the benefit that would accrue to the women whist-players

throughout the country could they have the stimulus of the counsel and interest of the League, they decided to ask if in the opinion of the A. W. L. board the formation of an associate league is feasible. A committee, consisting of Mrs. T. H. Andrews, vice-president and founder of the Trist Club, Mrs. Charles Williams, and Mrs. Edwin L. Hall, members of the executive board, was appointed to act for the Trist Club; and they now ask if the members of the A. W. L. approve of the plan, and, if so, whether they will kindly advise the proper steps to take toward the formation of such an associate league.

MARY P. HALL,
Secretary *pro tem.*

Mrs. Andrews, who had caused the Trist Club to take action, was very much in earnest and not in favor of any further delay. Her interest in the cause of woman's whist had already been demonstrated the previous year by a whist tournament which she had instituted among the ladies of Philadelphia, and that tournament was the beginning of the movement for a separate league, to which she now bent all her energies. The matter took formal shape at another woman's whist tournament, held in Philadelphia, November, 1896, at which four other cities were also represented—Washington, by Mrs. Joseph R. Hawley; Brooklyn, by Mrs. E. T. Baker; Pottsville, Pa., by Mrs. Baird Snyder; and Camden, N. J., by Mrs. William J. Williams. At this meeting the following resolution was unanimously adopted:

Resolved, That the contestants in the woman's tournament, held at 1119 Spruce street, Philadelphia, November 11, 12, and 13, 1896, heartily approve of the formation of a woman's whist league, and for the accomplishment of that object call upon the women whist-players of America to organize whist clubs and send representatives from such clubs to a meeting to be held for the purpose of league organization. That Mrs. T. H. Andrews be requested to act as chairman of a committee of five, she to appoint the other four; the duties of said committee to be to select the time and place for such a meeting, and issue a call for the same.

On December 18 Mrs. Andrews announced the other four members of the committee, as follows: Mrs. J. R. Hawley, Washington, D. C.; Mrs. Waldo Adams, Boston, Mass.; Mrs. Clarence Brown, Toledo, O.; and Miss Susan D. Biddle, Detroit, Mich. That the efforts of the ladies met with warm and kindly recognition everywhere, appeared from the comments made in the press as well as from the following, which was adopted by the executive committee of the American Whist League, at its mid-winter meeting held at Nashville, Tenn., February 22, 1897:

Your committee, to whom was referred the communication of the Trist Whist Club, of Philadelphia, beg leave to report: In the opinion of your committee, the organization of a woman's whist league of America is both practicable and commendable, and, if properly conducted, will be in the highest degree beneficial to the interests of the game. We realize that the training-schools of our whist-players are and should continue to be in our homes, where our wives and daughters reign supreme, and where their ennobling and refining influence can best be exerted. Whist is essentially a home amusement, and can and should be made the inducement to home enjoyments of an attractive and elevating nature. To this end, the co-operation of our women is essential. We therefore welcome with sincere satisfaction a movement that, if successful, must result in securing such co-operation, and in promoting the study of the game within the sacred precincts of our homes. In the opinion of your committee, such a woman's league should be entirely distinct from, and independent of, the American Whist League, but in sympathy with it. It should have its own constitution, laws, and officers, and should perform in its own sphere the functions that are peculiar to itself, and consonant with the objects for which it is created. To such an organization, so conducted, the American Whist League hereby extends most fraternal greeting.

Respectfully submitted,
E. S. ELLIOTT,
JOHN M. WALTON,
THEO. SCHWARZ,
Committee.

On March 29, the committee on organization, of which Mrs. An-

drews was chairman, issued the formal call for the congress and formation of the league, in response to which 226 accredited delegates attended from all parts of the United States, among other cities represented being the following: Philadelphia, New York, Brooklyn, Jersey City, Princeton, Newark, Boston, Providence, Washington, Baltimore, Richmond, Chicago, San Francisco, Minneapolis, Toledo, Detroit, Denver, Indianapolis, Pittsburg, Wilmington, and Camden. Mrs. Andrews, as chairman of the organization committee, called the meeting to order at eleven o'clock on the morning of April 27, and was made temporary chairman upon motion of Mrs. J. R. Hawley. Mrs. Henry Krebs, of San Francisco, was made temporary secretary upon motion of Mrs. Clarence Brown. Mayor Warwick, of Philadelphia, delivered a pleasant address of welcome to the ladies, and was followed by Mrs. H. C. Townsend, the senior whist-woman of the Quaker City, who made a brief but excellent response. Walter H. Barney, president of the American Whist League, was present, and also made a speech, which was warmly received. Thereupon the Woman's Whist League was duly formed, on motion of Mrs. L. M. Hall, seconded by Mrs. J. B. Colahan. A motion for the appointment of committees on constitution and by-laws, tournament, reception, and nominations was made by Mrs. Walter Peck, of Providence, and carried. The president accordingly announced the following appointments:

On Constitution and By-laws—Mrs. Joseph R. Hawley, Mrs. Abbie E. Krebs, and Mrs. Charles Williams.

On Tournament—Mrs. H. Toulmin, Mrs. Silas W. Pettit, and Mrs. Frank Samuel.

On Reception—Mrs. H. C. Townsend, Mrs. Morris Longstreth, Mrs. Duncan Buzby, Mrs. J. B. Colahan, Mrs. B. P. Moulton, Mrs. Roberts Lowrie, Mrs. Harrison K. Caner, Mrs. Milton C. Work, Mrs. Joseph S. Neff, Mrs. Lewis J. Levick, Mrs. B. M. Gaskill, and Mrs. Rodman Wister (the last-named being also treasurer of the League).

On Nominations.—Mrs. Leech, of Washingtou; Mrs. Walter Peck, Mrs. Bradt, Mrs. C. Bond Lloyd, and Mrs. Frank Samuel.

At the second day's session, fifty clubs being represented, the report of the committee on constitution and by-laws was presented and adopted. As a device for the League the ace of diamonds was selected, bearing the initials W. W. L. The club dues were fixed at ten dollars, and individual fees at five dollars. The attendance at the third day's session was the largest of any, and interest was centered in the following nominations, which were reported by the nominating committee and all duly ratified:

President—Mrs. T. H. Andrews, Philadelphia.

First Vice-President—Mrs. Joseph R. Hawley, Washington, D. C.

Second Vice-President—Mrs. Clarence W. Brown, Toledo, Ohio.

Treasurer—Mrs. Silas W. Pettit, Philadelphia.

Secretary—Miss Florence C. Greene, 33 Mawney street, Providence, R. I.

Board of Governors—Mrs. Waldo Adams, Boston; Mrs. Elihu Chauncey, New York; Miss Trist, New Orleans; Miss Susan D. Biddle, Detroit; Mrs. Lucian Swift, Minneapolis; Mrs. Abbie E. Krebs, San Francisco; Mrs. O. W. Potter, Chicago; Mrs. J. M. Walker, Denver, Col.; Miss Frances D. Dallam, Baltimore; Mrs. O. D. Thompson, Allegheny, Pa.; Mrs. Henry E. Wallace, of Staten Island (who resigned in favor of Mrs. E. T. Baker, of Brooklyn); and the Viscomtesse de Sibour, of Washington, D. C.

In a general way the new League followed closely the lines upon which the American Whist League was organized, and the laws of whist and duplicate whist adopted by that organization were also held to govern. The tournament, which

was a great feature of the congress, lasted all week, various contests being arranged. That the interest taken was full of enthusiasm may be judged from the fact that in the championship pair contest no less than 112 pairs were entered. There were over two hundred contestants in the mixed double pairs, forty-three teams of four in the teams-of-four competition, and 350 in the general contest on the closing night. Seven pairs qualified for the finals in the "pair championship." They were:

1. Mrs. Wallace and Mrs. Rawson, Staten Island.
2. Mrs. Christman and Mrs. Troth, Philadelphia.
3. Mrs. Swift and Mrs. Clinton, Minneapolis.
4. Mrs. Adams and Mrs. Pettit, Boston and Philadelphia.
5. Mrs. Samuel and Mrs. Wister, Philadelphia.
6. Mrs. Brooke and Miss Fisher, Germantown and Philadelphia.
7. Mrs. Bradt and Mrs. Richardson, Boston.

Seven pairs being inconvenient, Mrs. McCrea and Mrs. Earle, of Washington, were selected to make up the necessary complement. Mrs. Bradt and Mrs. Richardson, representing the "Cavendish" Club, Boston, proved the winners, while the complementary pair tied the winners as to matches, and made a trick score of 10¾ to the winners' 4¼. The prize was a silver loving cup, presented by Mrs. J. P. Wetherill, of Philadelphia, and known as the Philadelphia Trophy (*q. v.*). The individual souvenirs consisted of handsome enameled pins, and were presented by the "Cavendish" Club, of Philadelphia. Mrs. Wallace and Mrs. Rawson, who lost the match by but one trick, won the second prize, which consisted of a pair of ivory glove-stretchers, given by the Mantua Village Club, of Philadelphia.

In the "mixed double" pair contest, for the mixed double pair championship, six pairs qualified for the finals, which resulted as follows:

	W.	T.	L.	S.
Mrs. Vodges and Mr. Durban, Philadelphia	1	1	3	1½
Mrs. Ellison and Mr. Shinn, Philadelphia	2	2	1	3
Mrs. Thomson and Mr. F. Wister, Philadelphia and Pittsburg	1	1	3	1½
Mrs. Baker and Mr. Baker, Brooklyn	1	2	2	2
Mrs. Toulmin and Mr. Work, Philadelphia	3	1	1	3½
Miss Goldsborough and Mr. McCoy, Baltimore	3	1	1	3½

There was a tie in the match score, but Miss Goldsborough and her partner were three tricks to the good, and were therefore declared the winners. So the clocks donated by the Hamilton Club, of Philadelphia, went to Baltimore, and Mrs. Toulmin and her partner received the silver *repousée* dishes presented by the Colonial Club.

The principal trophy played for at the congress, the Washington Trophy, was presented by the women of Washington, through Mrs. Hawley. It consists of a beautifully enameled silver shield upon which are inscribed the following words: "1897. The Washington Trophy, W. W. L. Championship won by fours." Three wins are necessary for its permanent possession. It was played for at the congress, under the Mitchell-Howell system for progressive fours, and was won, by a half-match, by the team from the Trist Club, of Philadelphia, consisting of Mrs. Frank Samuel, Mrs. Rodman Wister, Mrs. Eugene L. Ellison, and Mrs. Harry Toulmin. The individual prizes for the winners were four silver cups. The full score follows:

Club.	Games Won.	Tie.	Lost.	Match Score.	Trick Score.	Plus.	M.
Washington	7	6	3	10	16	9	—
Belmont	4	3	9	5½	6	—	9
Merion	4	7	5	7½	6	—	—
Colonial	6	7	3	9½	11	8	—
A B C	3	6	7	6	4	—	8
Boston	7	6	3	10	13	8	—
No Name	6	5	5	8½	6	—	4
Cavendish	6	6	4	9	11	7	—
Trist	7	7	2	10½	10	7	—
Pottsville	7	2	7	8	16	4	—
Manheim	5	5	6	7½	7	—	1
Emma Andrews	5	4	7	7	9	—	4
Sarah Battle	4	7	5	7½	4	—	2
Provideuce	4	4	8	6	5	—	6
Loescher	6	6	4	9	7	—	—
Baltimore	8	1	7	8½	9	—	1
Kate Wheelock	3	6	7	6	4	—	8

The Washington four, captained by Mrs. Hawley, won the individual prizes, given by the Trist Club, for the team winning the greatest number of tricks in the contest.

In the "detached fours," the four silver vinaigrettes, given by the Sarah Battle Club, were won by the Western team—Mrs. Clinton and Mrs. Swift, of Minneapolis; and Mrs. Brown and Mrs. Lloyd, of Toledo—with a score of plus 9. The Heath duplicate whist cabinet, presented by Gen. Heath, of Grand Rapids, Mich., was won by Mrs. Dickson, recently of London; Mrs. Bottomley, of Camden, N. J., and the Misses Croft, of Philadelphia, all of the Emma D. Andrews Club, of Camden, N. J., with a score of plus 8.

The highest individual score of the week was made by Mrs. Brooke and her sister, Miss Fisher, of Germantown, and this entitled them to the gold-linked sleeve-buttons presented by the Manheim Club. Their score was plus 18.

The proposed contest between women and men, which was to have been played on the evening of April 29, had to be abandoned, as the number of players was altogether too large, and impromptu progressive play was substituted, in which all participated. This closed the successful first congress of the Woman's Whist League.

In speaking of the officers of the new League, Eugene S. Elliott says, in *Whist* of August, 1897: "Mrs. Andrews is the wife of a physician of eminence in the city of Philadelphia. She is a lady of remarkable executive ability and energy, and it is to her untiring efforts that the present flattering condition of the Woman's League is undoubtedly due. Mrs. Hawley, the first vice-president, is the wife of General Joseph R. Hawley, one of the senators from the State of Connecticut to the Congress of the United States. Mrs. Brown is the wife of one of the leading lawyers of Toledo, Ohio, and Mrs. Pettit is the wife of one of the most distinguished lawyers of Philadelphia. Miss Greene is a member of one of the best families of Providence, R. I., and is said to be of marked ability as a whist-player."

The far-reaching results of the movement for the cause of good whist among the women of our land, of which this woman's whist congress is both a symptom and a result, can hardly be realized. * * * It means a wider, more generous, and more rapid development of the game. The influence of the American Whist League, in a certain measure at least, is confined to comparatively small coteries of players in the clubs. The widespread, persevering, and intelligent

study of the game by the women of our land within recent years, and the enlisting and organizing of their enthusiastic efforts is destined to cause the game to be established, in a truer sense than ever before, as the national indoor game of America, the game of the home as well as the game of the club.—*President Walter H. Barney* [*L. A.*], *Annual Address before the A. W. L., 1897.*

Women as Whist Authors.—Up to the time that the women of America took up the game of whist, there was on record one solitary instance of whist authorship on the part of the fair sex. "Bob Short's Rules," which appeared in England in 1792, were compiled from Hoyle by Anne Lætitia Aikin (afterwards Mrs. Barbaud), and attained immensed popularity, some 7000 copies being sold in a year.

In this country, during the past few years, several interesting and valuable contributions to whist literature have been made by women. Not that they have announced any new or startling theories, or produced any original method of play, but the little volumes which they have published have been clear and lucid expositions of the game from the standpoint of woman, and especially adapted to her wants. The earliest effort in this direction was by Miss Kate Wheelock, the pioneer among women whist-teachers, who issued, in 1887, a 22-page brochure, which had on the outside of the cover this wording: "The Modern Scientific Game of Whist and How to Play It;" and on the title-page the following: "The Fundamental Principles and Rules of Modern American Whist, Explained and Compiled by a Milwaukee Lady." The passenger department of a prominent Western railway published the booklet and issued several editions, consisting of many thousands of copies in the aggregate.

In 1894 appeared a 32-page "Condensed Text-Book of Whist," by Roberta G. Newbold, of Philadelphia, and this was followed by a second edition in 1895. It contained "the American leads, with the principal plays of the second and third hands, together with a few rules," according to the title-page. The little volume was dedicated to Miss Gertrude E. Clapp, whose pupil Mrs. Newbold had been. Next came a small book of fifty-four pages, which Mary D'I. Levick dedicated to her teachers, Miss Kate Wheelock and Mrs. Roberta G. Newbold. It was entitled, "A Whist Catechism," and was issued from the press of the J. B. Lippincott Company, early in 1896. A second edition was published in 1897.

In 1896 Miss Wheelock published her well-known "Whist Rules," a 75-page book, in which she sets forth the rules and precepts of whist as used by her in her instructions. Miss Wheelock was complimented by *Whist* upon the good judgment shown in her order of arrangement, which journal also said: "All rules and suggestions are worded with a remarkable degree of accuracy. It is seldom that one sees a new book on whist which is so entirely free from erroneous and careless statements." A second edition was called for in the fall of 1897.

In February, 1897, "The A B C of Whist," by Emma D. Andrews (Mrs. T. H. Andrews), the first president of the Woman's Whist League, was published in Philadelphia, and soon passed through several editions. This neat little whist primer was followed shortly afterwards by a sequel, entitled "The X Y Z of Whist," being designed for advanced players.

In April, 1897, a new book for

beginners appeared from the pen of Elizabeth H. Gay, of Boston, entitled "Whist Study Suits." The work included about fifty diagrams, each showing a suit of from two to six cards, each diagram being accompanied by directions for the lead, second, and third hand play in both trumps and plain suits. In some instances where there is a difference of opinion among expert players as to the best lead, both are given. At the end of the book long and short-suit leads are discussed, together with various other points in whist strategy. In explaining the reasons for her manner of arranging the explanatory matter in the book, Mrs. Gay says: "The study suits were planned for beginners, and were meant to be studied. It seemed to me that by having the key to the suit under study on the back, it would require more independent judgment on the part of the student, who could refer to the key for corroboration; whereas, if the plan of play could be read in connection with the suit, the lesson would not be so perfectly learned."

Women as Whist-Players.—From the earliest days in which whist was elevated from the position of a tavern game and received into polite society, the game has had its fair devotees. While, as a rule, in England and other old-world countries, women, as a class, were not well grounded in, or thoroughly familiar with, the game—and while, as a rule, the sterner sex took to their clubs to escape what they called "sick whist"—examples of brilliant proficiency were not lacking among those whose play was thus looked down upon. Charles Lamb's ideal whist-player was a woman, and somewhere he must have met her prototype, or he could not so faithfully have delineated the character and play of *Sarah Battle*. For many of the ancient dames in England, born in the earlier years of this century, whist has had a life-long charm, and instances are on record where they have played whist—and good whist, too—for upwards of sixty years. W. C. Cope, the Royal Academician, in his reminiscences, tells of two members of a family named Green, residing in South Shields, who were "very keen whist-players," and formed part of a remarkable quartette whose combined ages, in 1890, was 342 years. Miss Green, the oldest of the four, was ninety-three years old, and the next had attained to eighty. In commenting upon their achievements an English writer says: "Such success in overcoming the attacks of time and preserving the enthusiasm of youth, is worthy of imitation among the younger sisters in their sex."

The old-fashioned woman whist-player had her foibles, of course, and often she suffered, too, from being dragged into the game when she had no natural taste or talent for it. The domestic rubber, therefore, was sometimes a stormy one, as we may judge from the following curious incident: Alexander Henry Haliward, a famous physician of Belfast, Ireland, left his wife a legacy of £100, "by way of atonement for the many unmerciful scolds I have thrown away upon her at the whist-table." In every other respect, however, she was a model wife, for among his other bequests to her is the further sum of £500, "for her never having given on any other occasion from her early youth till this hour any just cause to rebuke or complain of her." Her one fault was that she could not play whist, and could not be scolded into learning.

Sometimes the ancient dames were fond of sharp practices, just the same as the men; and they had tempers, too. Charles Mackay, for instance, tells of an exciting game in which he took part in the rooms of Sir John Easthope, in Paris. His partner was Lady Wyatville, a keen, active woman of eighty, who still retained traces of her former beauty. She revoked, and being accused of the offense, denied it vehemently. When the proofs were produced she treated her accuser with "haughty disdain, and not very polite contradiction." Sir John thereupon lost his temper, and rasped out abruptly, "Madame, you are a cheat!" Her eyes flashed fire; she arose from her chair and advanced upon her accuser, who by this time had recovered his presence of mind and was bent upon extricating himself from his unpleasant position. "Yes, madame, I repeat it—you cheat abominably; and in the course of a long life," he added, placing his hand upon his heart, "I have invariably noticed that the handsomer a woman is, the more she cheats at cards." This compliment had the desired effect. She resumed her seat, all smiles. In the words of Mackay, "the tigress became the dove."

If we pass from these glimpses of old-time whist, and turn to the present, and especially to the United States, we will find hundreds, aye, thousands, of charming, bright-eyed, intelligent women who could give *Sarah Battle* points in her favorite amusement. As Dr. Pole says in his "Evolution of Whist:" "It is noteworthy that while accomplished lady whist-players are so rare in England, in America they abound; they take part in the League matches, and are said to hold their own among the best club members. There can be no doubt that since the game has been reduced to more systematic principles it has become more liked by the fair sex."

It was the modern scientific game as defined and advocated by Dr. Pole, and especially the long-suit game and American leads as perfected and introduced by Trist and "Cavendish," that caused the great whist revival in America, and brought with it a general interest in the game on the part of women. Under the old system of play, whist was supposed to be played well only by those who had a special genius for it, but the modern mechanism of the game opened up possibilities for all, and once interested, those from whom the least was expected very often showed the most surprising aptitude for genuine whist-play. Too much credit for the high standing which American women already occupy in the whist world cannot be given to the instructors who led the way, and first caused them to see the possibilities of the game. (See, "Teachers of Whist.") If the same methods were employed, and the same determination and enthusiasm shown, there can be no doubt that the women of England, or any other country in which whist is played, would make relatively the same progress. Their natural aptitude for whist is great. They have quick perception and keen intuition, which go a great way in whist strategy. When woman once mastered also the necessary adjuncts of silence and attention at the whist-table, her success was assured. There is to-day no comparison between the thoughtful, earnest players who cultivate the game, and the giddy chatterers who in years gone by were usually represented as playing bumblepuppy

The Champions of 1897.
E. Stanley Hart.
Joseph S. Neff.
T. A. Whelan.
W. T. C. Bristol.
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W. T. G. Bristol.

Leoni Melick.

in its most naïve form when helping to make up a table. The writers who in years gone by poked fun at the "sick whist" of the ladies, would be amazed could they drop in and see the play at a woman's whist club, or at the annual congress of the Woman's Whist League.

That women play first-class whist is testified to by men everywhere. F. H. Stephens, of the Capital Bicycle Club, Washington, D. C., says in *Whist* for July, 1894: "In the recent tournament played in Philadelphia between the Capital Bicycle Club and All-Philadelphia, in which the former was defeated, there was only one team from the Capital Club which had a plus score to its credit. This team was composed of Messrs. Carr, Fogg, McComb, and Quackenbush. In a tournament for pairs lately held at the rooms of the Chess and Checker Club of this city, and open to all comers, Fogg and Quackenbush stood first, with Carr and McComb well up on the list. In an open tournament for pairs held this spring at the Capital Bicycle Club, these gentlemen again attained a high standing. I cite these facts for the purpose of showing that these gentlemen, three of whom are immediately concerned in this history, were players of experience and ability. In the latter part of April I asked Carr, Fogg, and Quackenbush if they would join me in a contest with a four from the Woman's Whist Club. They would. On the evening of April 27 I presented them to Miss Daly, the president; Miss King, the secretary; Miss Lockhart, and Miss Ravenburg. We formed two tables and played eighteen hands duplicate, changing partners at the end of every six hands. Result, plus two for the young ladies! We met again May 3; result, a tie. On May 11 we met for the third time, and played twenty-four hands; result, plus one for the men. The ladies are still one trick ahead of us on the sixty hands, and we are wondering how we are to get even."

This is but one example out of many that might be cited. In *Whist* for April, 1895, the editor called attention to the fact that not only in active play at the table, but in solving whist problems, women were showing the highest aptitude. Among the sixty-two answers received to a prize problem in suit-placing, the best was that of Mrs. W. C. Coe, of Chicago, who received the prize.

"Every successive meeting of whist-players," says R. F. Foster in the New York *Sun*, "demonstrates more clearly the approaching equality of the sexes in the matter of skill at the whist table. At the sixth congress [of the American Whist League] the women were only moderately successful. At the seventh they were much more in evidence, and in the various association meetings and compass games on guests' nights at the men's clubs, they have been steadily gaining ground. The averages made by women in women's clubs is much higher than that made by men in men's clubs, and their play is much freer and more enjoyable.

"Recent returns," he continues, "show some remarkable scores made by women against men. In the Ohio state congress we find a team of four women, from the Kismet Club of Cincinnati — Mrs. Poyntz, Mrs. Davidson, Mrs. Gaar, and Mrs. Poyntz — winning the progressive match for fours by defeating such crack teams as four men who have all been on championship teams, President Mandell, Buffington, Mitchell, and Parsons,

the cracks of the Chicago Whist Club. The four women players from Toledo were next to the top in almost every event, and some of them got six more tricks than the best men's pair entered."

And just as these last pages are going through the press, we learn that on January 29, 1898, the three years' contest for the trophies donated by Mrs. T. H. Andrews, president of the Woman's Whist League, came to an end at Philadelphia. Mrs. Andrews' team, consisting of herself, Mrs. J. E. Goodman, Mrs. E. L. Ellison, and Mrs. H. Toulmin, completed the necessary twelve wins which, under the rules, entitle them to permanent possession. Mrs. Toulmin having removed to Milwaukee, Miss Getchell filled her place during the last few games. The team making the next highest record was that captained by Mrs. W. H. Newbold. Nine was the number of wins to its credit. Thus ended a contest which must ever find a place in the history of woman's whist.

There can be no doubt of the genuine interest which the women of America are taking in the game. In every part of the country they are studying whist under competent teachers. They are forming a network of women's clubs which already extends from the Atlantic to the Pacific (among the latest and most notable organizations of this kind being the Chicago Whist Club, organized by Mrs. O. W. Potter). Their contests for individuals, pairs, and teams-of-four are just as interesting as those of the men. They are welcomed, and admitted to membership, in many clubs heretofore composed exclusively of men. Altogether, women have a right to be justly proud of the progress which they have made.

It is not long ago the idea prevailed that a woman could not play whist. Those who wanted to make the statement charitably put it that she could not play equal to a man. Modern developments are going on to relegate all opinions of this nature to a deserved oblivion, for we have the proof now that women are capable of playing the game with all the skill of men.—*Cassius M. Paine* [*L. A.*], *Whist, April, 1895.*

The current impression is that women are too much inclined to adhere to rule of play; that they are unable to grapple with the *finesse* of the game; that when an unusual deal falls to woman's lot the management is inferior to that that would be exercised by the average club man. There is only one way to settle a complication of this kind, and that is to have a contest, which would prove a very interesting affair.—*Mrs. M. S. Jenks* [*L. A.*], *Home Magazine, July, 1895.*

It is a difficult matter to make a woman believe that it is worth while to play a good game of scientific whist. She is quite satisfied to play a fair game, and thinks anything more a bore, and not worth the time it would take. But once aroused to the pleasure of the scientific game, she is an apt, eager, earnest student, seizing the points with avidity, and rushing ahead in a way that is a delight to the teacher.—*Harriet Allen Anderson* [*L. A.*], *Home Magazine, July, 1895.*

Whist throws a glamour of sport over mental exercises that would be deemed onerous if performed in school. It brightens the wits, sharpens the memory, and trains the perceptive faculties into their highest excellence. In fine, whist is always elevating, and never demoralizing in its influence. It is well, therefore, that woman is giving careful attention to its study, for she is the autocrat of our homes, and what she opposes can gain no foothold there.—*Cassius M. Paine* [*L. A.*], *Whist, December, 1892.*

As soon as women have its points revealed systematically they are interested; interest means thought, and thought knowledge. The appreciation of the game, and consequent love for it, is growing in an astonishing degree. Many who begin their study for the sake of husband, friend, or even fashion, continue from real interest. So many women have been subject to such discouraging influences as to be under the impression that they cannot learn whist, and are perfectly delighted to discover that they can. Most women are acquiring their knowledge from a scientific standpoint—are studying the game; therefore I believe in their future.—*Adelaide B. Hyde* [*L. A.*], *Home Magazine, July, 1895.*

The question whether ladies should play whist is one which has often exercised

the feminine mind. In October of four years ago this absorbing matter was discussed in the columns of a paper published mainly for the reading of women. Some weeks were spent in giving the reasons which brought the writers to a definite and affirmative conclusion. * * * Yes, they should play whist—in that all the writers were agreed—but not because it was a pleasure to themselves. They should play whist, and play it to exalt that mean thing—man! Thus could ladies amuse a father, a husband, or a brother, "confined to the house by gout or rheumatism," and brute enough not to care for days spent in the more refined pleasures of books or music. Thus could ladies help to keep the game within reasonable bounds, and restrain man—that wicked man!—from gambling for heavy stakes. Their presence would add to the pleasure of the lords of creation, and would drive far, far away the occasional oath or evanescent expletive. These were their reasons.—*W. P. Courtney* [*L+O.*], "*English Whist and Whist-Players*," *1894.*

Work, Milton C.—An expert whist-player and whist analyst, and a whist author of much originality and power. Mr. Work is a native of Philadelphia, and was born September 15, 1864. He was graduated from the University of Pennsylvania in 1884, and in 1887 was admitted to practice at the Philadelphia bar. He has been actively engaged in the practice of law ever since, being a member of the well-known firm of McCarthy, Work & De Haven.

Mr. Work's interest in whist dates from an early period of his life. While still in his university years, in the spring of 1882, he was a member of a team which beat four other good players at the first duplicate whist match between teams ever played in the Quaker City. Two of the members who played with him then became, with him, members of the famous team of the Hamilton Club, upon its organization in 1885, and under his leadership it recently achieved the unprecedented feat of winning twenty matches for the challenge trophy of the American Whist League, thereby permanently winning the trophy. Mr. Work also captained the Philadelphia eight which won a series of successive victories from New York, Baltimore, and Washington, in 1894-'95. He has been deeply interested in the welfare of the American Whist League ever since its organization, and has served on a number of its committees. In 1894 Mr. Work wrote and published a pamphlet entitled "New Whist Ideas," and this was followed in 1895 by "Whist of To-day," a wonderfully successful book, in which many original ideas are set forth. It was in its fifth edition in 1897. Mr. Work is an advocate of the long-suit game, but has liberal ideas as to when exceptions should be made in the play. In his own play he employs American leads, with Hamilton modifications (*q. v.*). He has also achieved great success as a whist editor. He was in charge of a weekly whist department of the Philadelphia *Inquirer* in 1889-'90, and was the first to suggest a congress of American whist-players. He wrote on whist for the Philadelphia *Public Ledger* in 1893, 1894, and 1895. He was the whist editor of the Philadelphia *Evening Telegraph* in 1895, 1896, and 1897, and its daily whist department (the first ever published) was his idea. In 1897-'98 he took charge of the whist interests of the Philadelphia *Press* and the New York *Mail and Express.*

Mr. Work's opinions probably have more weight with the whist-players of America to-day than those of any other writer.—*R. F. Foster* [*S. O.*], *Monthly Illustrator*, *1897.*

X.—In whist notation, any card smaller than a ten-spot is usually represented by the letter x. Thus, A, Kxxx means ace, king, and

three cards of no particular value, generally low.

Y.—The partner of Z, with whom he plays against A and B. This designation is generally used in noting down hands of whist. In the first or original round or trick, the second hand is Y. In duplicate whist the corresponding designation is "east."

Yarborough.—A hand at whist containing no card higher than a nine. Named after Lord Yarborough, who offered a standing bet of £1000 to £1 against such a hand being dealt.

Many yarboroughs are dealt annually that meet the above conditions, but an effort made in 1892 to locate the lowest possible hand —the yarborough par excellence— failed. In November of that year *Whist* offered a prize of twenty-five dollars for a well-authenticated instance of such a hand being dealt during the next twelve months, but no one claimed the money, although a number of interesting yarboroughs were reported.

The following yarborough was published in the *Westminster Papers*, London, April 1, 1879, and the editor prefaces it with the following remarks: "Any queer combination of cards will occur; but the hand certainly contains more of the smallest cards than any hand that we have ever seen recorded." It was dealt at the Surbiton Club, and it was calculated that the odds of holding no card above any six in any particular deal were 10,922,-144 to 1. Clubs were trumps, and the cards held were:

♠ 2, 3, 4, 5.
♡ 2, 3, 4, 6.
♣ 2, 6.
◇ 2, 3, 4.

On October 7, 1892, "H. T.," at the Hamilton Club, Philadelphia, had dealt to him, in the regular course of play, a yarborough without a trump. It was as follows:

♠ None.
♡ 2, 3, 4, 6.
♣ 2, 4, 5, 7, 9.
◇ 3, 4, 6, 8.

Whist, in its issue of April, 1896, gives the following yarborough held by E. Leroy Smith, of the Albany Whist Club (trumps not stated):

♠ 2, 3, 5.
♡ 2, 6.
♣ 2, 4, 5, 6.
◇ 3, 4, 5, 7.

It adds: "That he should have captured two congressional prizes in successive years is so extraordinary as to almost justify the suspicion that he is a lucky holder; but nothing could be further from the truth. In order to prove it, the Albany Club has been keeping tab on him ever since the Minneapolis congress, and proves beyond a doubt that he is most fortunate in taking tricks when he holds a yarborough, and that as a yarborough-holder he is a phenomenon."

Another yarborough is reported by Arthur Remington, from Tacoma, Washington, under date of June 4, 1897. Mr. Remington says: "On May 13, at the Olympia Whist Club, Mr. J. C. Horr, of the Olympia Club, dealt to a former justice of the Supreme Court the following hand.

♠ 2, 3, 4.
♡ 2, 3, 4.
♣ 3, 4, 5 (trumps).
◇ 2, 3, 4, 5.

"I believe this is the champion yarborough on record. At least it shows how the champions of the Pacific Northwest treat their visitors from Tacoma when we run down to the capital city."

Here is still another specimen, reported by G. W. Parker, of Reading, Mass., who writes under date of July 8, 1897: "Kindly let me know if the following hand, which I held last night in a game of duplicate, has ever been equaled or beaten in the number of small cards held. The hand was as follows:

♠ 2, 3.
♡ 2, 3, 4, 5.
♣ 3, 4, 5.
◇ 2, 3, 4, 5 (trumps).

"Dr. Sawyer, Frank Peirce, and Frank Rafferty, who made the rest of the table with me, will all make sworn affidavit if, for any reason, you should desire the same, in case this hand should make the record."

In a yarborough there must be a suit of four cards, and the holder should lead the lowest card of that suit. It has happened that a yarborough, containing four trumps, was of service to the partner who led trumps, the echo allowing him to place the rest and win the game.—*G. W. Pettes* [*L. A. P.*], "*American Whist Illustrated.*"

A former Earl of Yarborough was always ready to wager £1000 to £1 against the occurrence of a hand at whist in which there should be no card better than a nine. The bet was decidedly unfair, and if made a great number of times must have resulted in large gains to the person who made it. It is easy to calculate the odds. * * * Lord Yarborough, if he had been fair (assuming always that he knew how to calculate probabilities) should have offered rather more than £1827 to £1 against the recurrence of the hand in question. It must be understood, of course, that he wagered with one of the players against that player having a yarborough, not against the occurrence of a yarborough among the four hands dealt. The chance of this latter event is, of course, greater.—*R. A. Proctor* [*L. O.*].

Young Players.—Beginners at whist; those who are learning the game.

Young players may be divided into two classes—the young player who is humble, and the young player who is self-sufficient.—*A. W. Drayson* [*L+A+*], "*The Art of Practical Whist.*"

Younger Hand.—The player to the right of the dealer; the third hand on the first round.

Z.—One of the four letters of the alphabet generally used in designating players at the whist-table. Z is the partner of Y, and with him plays against A and B. On the first round or trick the fourth hand is Z. In duplicate whist the corresponding designation is "west."

GENERAL INDEX

(Titles of articles in SMALL CAPITALS; cross-references in *italics;* other references in Roman. Letters a and b refer to columns 1 and 2, respectively.)

ABANDONED HAND, 1a (*also, 235b*).
Abandoning a suit, 479a.
A–B, Y–Z, 1a (*also, 327b*).
ACE, 1b.
Ace and four, lead from, 2b.
Ace and one small, Starnes' lead from, 385a.
Ace, followed by king, 302b.
Ace, forcing out, in adversary's hand, 115b.
Ace, jack, ten, nine, lead from, 278b.
Ace, king, lead from, 3b.
Ace, king; ace, queen; ace, jack alone, 385a.
Ace, king, queen, jack, and others, lead from, 226a, 446a.
Ace-lead, 14a.
Ace-lead, first change in, 285b.
Ace-lead from long suit, 169b.
Ace-lead, Howell's, 382b.
Ace-lead, Keiley's, 383b.
Ace not a face card, 169a.
Ace, proper play of, second hand, 179a.
Ace, queen, ten, nine, lead from, 278b.
Adams, Mrs. Waldo, 44a, 522b, 523b.
"Admiral," 58a, 335a.
ADMISSION TO CLUBS, 4a (*also, 486a*).
Advantage, 232b.
Advantage of having exposed hand in dummy, 129a.
Advantages of deal and lead, 112a.
ADVERSARIES, 5a.
Adversaries, playing into the hands of the, 174b.
ADVERSARY'S GAME, PLAYING THE, 5a.
Adversary's lead, 462a.
ADVERSE LEAD, 5b.
ADVERSE TRICK, 5b.
Adverse trumps, first exhausted, 463a.
ADVICE FOR BEGINNERS, 5b.
Advice, satirical, 125b.
Advisory committee on play, 415b.
AGE, 5a.
Aged whist-players, 527b.
AGGRESSIVE GAME, 6a.
Aikin, Anne Lætitia, 55b, 57b, 335a, 526a.
Ainsworth, Mrs. Charlotte L., 44b.
ALBANY LEAD, 6b (*also, 458b*).
Albany Whist Club, 31b, 33a, 38a, 88b, 416b, 498b, 503b.
ALLEN, MISS BESSIE E., 7a (*also, 35a, 39b, 44b, 422b, 424b*).
Allen discard, 117b.
Allen, Rufus, 7a, 173a, 173b, 345b.
ALLISON, JAMES, 7b (*also, 130b, 135b, 496b*).
AMERICAN AND ENGLISH LAWS, 8a.
American Code, 30a, 30b, 232a. (*See,* "*Laws of Whist, American Code.*")
American Code, proposed revision of, 244a.
AMERICAN GAME, THE, 8b (*also, 95b, 129a, 278a*).
American game, first English text-book to conform to the, 205a.
AMERICAN LEADER, 10a.
AMERICAN LEADS, 10a (*also, 177a, 183b, 187a, 249a, 280b, 296a, 382a, 496a, 499b*).
American leads adopted, 30a.
American leads and whist in England, 60b.
AMERICAN LEADS, CHANGES IN, 12b.
American leads employed by their opponents, 445a.
AMERICAN LEADS, HISTORY OF, 17b.
AMERICAN LEADS, OBJECTIONS TO, 25b (*also, 100a*).
American leads, opponent of, 272a, 298a.
American leads used in trumps by short-suiters, 382b.
American leads, variation in, 268a.
"AMERICAN WHIST," 28b.
American Whist Club, Boston, 31b, 88b, 95b, 142a, 175b, 206a, 301b, 409b, 503b.
AMERICAN WHIST LEAGUE, 29b (*also, 361b, 415a, 445b, 484b, 496b, 521b, 522b*).
American Whist League, action on private conventions, 328b.
American Whist League, first congress of, 344b.
American Whist League, opposed to stakes or bets, 30a.
American Whist League Trophy. See, "*Challenge Trophy.*"
American women complimented, 528a.
AMES, FISHER, 40a (*also, 16a, 31a, 58a, 95b, 105b, 113b, 127b, 141b, 173b, 204a, 232b, 373a, 434a, 483b, 488b, 489b, 499a, 501b, 503b, 506a, 511b, 513a*).
AMUSEMENT, PLAYING FOR, 41a.
Analyst. See, "*Whist Analyst.*"
Anderson, M. E., 39a.
Anderson, Mrs. Harriet Allen, 424b.
ANDREWS, MRS. T. H., 41b (*also, 35a, 44b, 228a, 423a, 424b, 522a, 523b, 525b, 526b, 530a*).

Andrews trophies, 277a, 423a, 530a.
Anecdotes, whist, 80a, 97a, 192b, 194a, 202b, 210b, 261b, 267a, 269b, 309a, 399a, 413b, 437a, 460a, 467b, 472b, 482a, 527b.
ANSON, GEORGE, 41b (*also, 172b, 237a, 369b*).
Answering trump signal. See, "*Echo.*"
ANTEPENULTIMATE LEAD, 42a (*also, 18a, 23b, 286a, 444a*).
Antouelli, Cardinal, 84b.
Aptitude, woman's natural, for whist, 528b.
"AQUARIUS," 42a (*also, 1a, 57a, 57b, 335a*).
Arbitrary conventions, 184a.
Arbitrary conventions, avoiding, 99b.
Arbitrary meaning, 90b.
ARBITRARY SIGNALS, 42a.
ARLINGTON CLUB, 42b (*also, 49a, 237a, 388b*).
Arnaud, E. M., 57b.
Around, chances of suit going, 331a.
Art or science, 357b.
"ARTFUL DODGER, THE," 42b.
ARTICLES ON WHIST IN PERIODICALS, 42b.
Artifice, 177b.
Artificial memory, 267a.
Artillery of the hand, 459a.
Ask for trumps. See, "*Trump Signal.*"
ASSOCIATE MEMBERS OF THE LEAGUE, 44a.
Atlantic Whist Association, 46b, 63a.
Attack and defense, 383b.
ATTENTION AT THE WHIST TABLE, 44b.
Attention, wrongfully calling, 165b, 166a.
ATWATER, MRS. FRANK H., 44b (*also, 423b, 424b*).
Aubrey, Major, 262a.
Australia, whist in, 488b.
Authority in England, 176a.
AUTHORITY, WHIST, 45a.
AUTOMATON WHIST-PLAYER, 45b.
AUXILIARY ASSOCIATIONS, 46a.
Averaging method of scoring at duplicate, the, 362b.
Aymar, H. F., 173b.

B, 47a.
BAD PLAY, 47a (*also, 247a, 306b, 318a, 466b, 471a, 521a*).
BAD PLAYER, 47b (*also, 64b, 114a, 119a, 133b, 211b, 212b, 225b, 437b*).
Bailey, George W., 57b, 262a, 335a.
BAKER, ELWOOD T., 48a (*also, 38b, 39a, 99b, 173b, 424a, 424b, 489b, 508b*).
Baker, Mrs. E. T., 48b, 522a, 523b.
Baldwin, J. H., 31a, 31b, 173b.
BALDWIN, JOHN LORAINE, 49a (*also, 26b, 58a, 237a, 327a, 388b*).
Baldwin, Miss N. S., 509b.
Ballantine, Serjeant, 84a, 261b.
Ballard, E. A., 34b, 135a, 173b, 199b.
Baltimore Whist Club, 34b, 35a, 88b, 111a, 268b.
Barbaud, Mrs., 55b, 526a.
Barnes, Tracy, 38a, 491b.
BARNEY, WALTER H., 49b (*also, 34b, 35a, 39b, 154b, 157a, 167a, 232b, 472b, 504b, 511a, 523a*).
Barrick, C. M., 72b.
Barrows, F. L., 513b.
BATH COUP, THE, 51a.
"Battle royal of brains, a," 383a.
"BATTLE, SARAH," 51b.
Beaconsfield, Lord, 83a, 96b, 436b.
Becker, Charton L., 173b, 409a.
Beckham, C. H., 38a.
Beecher, N. B., 38b, 503a.
BEGINNER, 52a (*also, 5b, 44b 119b, 203a, 477a, 510b*).
BEGINNERS, MISTAKES OF, 52a.
Beginners, trials of, 94b.
Belaieff, 173a.
Bennet, Charles, 54b.
Benson, F. W., 201a.
BENTINCK, LORD HENRY, 52b (*also, 172b, 194b, 327b, 374b, 455a, 455b*).
Best Card. See, "*Master Card.*"
Betting, 191b.
Betting, action of A. W. L. on, 30a.
Bets, heavy, 127b, 532a.
Bibliography of Whist. See, "*Books on Whist.*"
Bid for a ruff, 100a.
Biddle, Miss Susan D., 44b, 522b, 523b.
Bigelow, I. H., 173b.
Bingham, W. T., 30b, 70b, 199a, 356b.
Bird, William O., 511b.
Bisler, G. A., 512a.
Bismarck, 33b.
BLIND WHIST-PLAYERS, 53b.
BLOCKING, 54b.
Blücher, Field Marshal, 192a.
"BLUE PETER," 54b (*also, 52b, 455b*).
Blyth, A. F., 251a.
BOARDMAN, EMERY, 55a (*also, 58b, 372b, 483b*).
Boards, 440b.
"BOB SHORT'S" RULES, 55b (*also, 57b, 335a*).
Bold trump-leading, an advocate of, 175a.
BOOK, 56a.
BOOK GAME, 56b.
BOOK PLAYER, 56b.
"BOOKS OF THE FOUR KINGS," 57a.
BOOKS ON WHIST, 57a.
Boomerangs, false cards sometimes, 170b.
Booth, C. D., 501b, 503a.
Borden, J. McK., 72b.
Borden, T. P., 72b.
"BOSTON," 59a.
"BOSTON DE FONTAINBLEAU," 59b.
Boston Duplicate Whist Club, 416b, 417a.
Boston Press Club, 409a, 503b.
Bottomley, Mrs., 525a.
Boutcher, Charles S., 58b, 344b, 446b, 488b.
Boutwell, George S., 512b.
Bouvé, Lander M., 31b, 34a, 36a, 173b, 489a, 498a, 503b.
Boyce, Matthias. See, "*Mogul.*"
Bradt, Mrs. Julia B., 44b, 313a, 523b, 524b.
Braine, L. F. and B. G., 513b, 514a.
"BRIDGE," 60a (*also, 162a, 192b, 327b*).

BRIGGS, J. H., 62a (*also, 31a, 31b, 34a, 173b, 199a, 249b, 306a, 431a, 483b, 488b, 489b, 490a*).
Briggs, O. H., 31a, 31b, 173b, 199a.
Brilliant play, 105a.
BRING IN, 62b (*also, 253b*).
Bringier, L. A., 443b.
Bristol, W. T. G., 38a, 174a, 199b.
Brittain, Thomas, 58b.
Bronson, W. G., 31b, 36a, 173b.
Brooke, Mrs. Gertrude, 424b, 525a.
Brooklyn congress, 33a.
BROOKLYN TROPHY, 62b (*also, 448a*).
Brooks, Phillips, Bishop, 84b.
Brown, Clarence, 38a.
Brown, Mrs. Clarence, 39b, 44b, 509b, 522b, 523b, 525a, 525b.
Brown University, whist at, 504b.
Bruck, L. J., 38b.
BRUSH "TRAMP TRAYS," 63a.
Brush, W. B., 63a, 509b.
Brummell, Beau, 192a.
Bryant, F., 503a.
Bryant, O. S., 38b.
Buckland, C. T., 58b.
BUELL, MRS. SARAH C. H., 64a (*also, 424b*).
Buffalo Whist Club, 39a.
Buffinton, E. A., 34a, 34b, 36a.
"BUMBLEDOG," 64b.
BUMBLEPUPPIST, 64b (*also, 295a, 461a*).
BUMBLEPUPPY, 65a (*also, 47a, 219a, 225a, 273b, 280a, 298b, 318a, 337a, 466b, 517b.*)
BUMPER, 66b.
Bunbury, H. C., 58b, 335a.
BUNN, GEORGE L., 66b (*also, 16a, 31a, 34a, 173b, 199a, 372a, 483b, 491b*).
Bureau for experimental play, proposed, 35b, 37b.
Burnand, F. C., 506a.
BURNEY, ADMIRAL JAMES, 67b (*also, 58a, 295b, 335a*).
Burt, Colonel A. S., 44b, 509b.
Butler, Florence H., 515a.
Butler, John G., 511b.
Buzby, Mrs. Duncan, 523b.
"B. W. D.," and "Cavendish," 474b.
By cards, 73a.
BYE, DRAWING THE, 68a.
Byrd, W., 503a.
Byron, Lord, 34b, 321a.
BYSTANDER, 68a (also, *165b, 166a*).

"CÆLEBS," 68a (*also, 58a, 296a, 335a, 340a, 369b, 455a*).
CALCULATION, 68b (*also, 264b*).
"CALCULATION PUZZLE, SIR," 68b.
CALL, THE, 69a.
Call for trumps. See, "Trump Signal."
Call through an honor, 100a.
Called, cards liable to be, at duplicate, 140b.
CALLING A CARD, 69a.
CALLING ATTENTION, 69a.
Calling for new cards, 243a.
CALLING HONORS, 69b (*also, 205a*).
"CAM," 69b (*also, 17b, 58b, 298b, 335a*).
Cameron, D. P., 503a.
Cameron, R., 503a.
Cameron, S., 503a.
Campbell, Miss M. H., 39a.
CAMPBELL-WALKER, ARTHUR, 69b (*also, 57b, 73b*).
"Can you one?" 69a, 454b.
CANADIAN WHIST LEAGUE, 70a (*also, 223a*).
Caner, Mrs. Harrison K., 523b.
CAPITAL BICYCLE CLUB TEAM, 72b (*also, 30b, 31a, 88b, 199a, 371b, 452b, 458a, 529a*).
CARD, 73a.
CARD OF UNIFORMITY, 73a.
CARD SENSE, 73a.
CARDS, 73a.
CARDS, ARRANGEMENT OF, 73b.
Cards in suit higher than one led, 153b.
CARDS LIABLE TO BE CALLED, 75a (*also, 168a, 235a, 240b*).
Cards, locating, 305b.
Cards of equal value, 163b.
CARDS OF RE-ENTRY, 75b.
Cards played in error, 241b.
Cards, played, that may be seen, 316b.
Cards, taking up, during the deal, 419b.
Cards, trick-taking value of, 442b.
Carleton and Wanderers' Clubs, historic match between the, 135b, 270a.
CARLETON, J. W., 76a.
Carlyon, Edward A. See, "Cælebs."
Carpenter, A. F., 502b.
Carter, Charles S., 151a.
Carthage Whist Club, 31a.
"Catch-the-Ten." See, "Scotch Whist."
"CAVENDISH," 76a (*also, 1a, 7a, 10a, 17b, 18b, 19a, 20a, 30a, 31a, 42a, 43a, 44a, 57a, 58a, 58b, 60a, 105b, 108a, 124a, 125b, 127b, 133b, 157b, 168b, 169a, 173a, 176a, 183a, 185a, 187a, 192b, 204a, 205a, 212a, 223a, 232b, 251b, 252b, 257a, 272a, 278b, 299b, 327b, 337a, 339b, 340a, 360a, 369b, 373a, 410b, 429a, 433a, 439b, 443a, 443b, 444a, 444b, 445a, 447a, 464a, 467a, 473a, 483b, 488a, 495b, 515b*).
"CAVENDISH," ANECDOTE BY, 80a.
"Cavendish" Club, 276a, 487a.
"Cavendish" and Trist, one difference in leading, 177a, 187a, 445b.
Cavour, Count, 83a.
"CAYENNE," 80b.
CELEBRATED PEOPLE WHO PLAYED WHIST, 81b.
Challenge, 240a.
CHALLENGE TROPHY, 86a (*also, 448a*).
CHAMPIONS, 89a.
Championship matches, 184b.
Championship Trophy. See, "Hamilton Trophy."
CHANCES AT WHIST, 89a (*also, 260a 230b, 467a*).
Chance and skill combined, 487a.
Chance, eliminating, 394b.
CHANGE THE SUIT SIGNAL, 89b (*also, 23b, 90a*).
CHANGING SUITS, 90b.

CHARACTER AND WHIST, 91b.
Charles X. loses his throne while at whist, 82b.
Chase, A. B., 490a.
Chauncey, Mrs. Elihu, 523b.
CHEATING AT WHIST, 91b (*also, 314a, 392b, 419b, 443a, 528a*).
Chesterfield, Lord, 83a.
Chicago congress, 30b.
Chicago Duplicate Whist Club, 38a, 48a, 270a.
Chicago Whist Club, 33a, 33a, 137b, 268a, 357b, 530a.
Child of six at whist, 123b.
CHINESE WHIST, 93a.
Chips, counting by means of, 130b, 360a.
Churchmen, noted, fond of whist, 84a.
Cincinnati ladies at whist, 529b.
Cincinnati team, 39a.
Clapp, Miss Anna C., 348b, 421a.
CLAPP, MISS GERTRUDE E., 94a (*also, 421a, 425a, 526b*).
Clark, F. L., 38b.
CLAY, CHARLES M., 95a (*also, 155a, 174a, 300b, 305a, 306a, 315a, 332a, 409a, 483b, 508b*).
Clay, Henry, 85b.
CLAY, JAMES, 96a (*also, 1a, 58a, 73b, 83a, 169a, 172b, 237a, 251b, 299b, 327b, 340a, 369b, 388b, 406a, 455b, 460b, 483b*).
Clay, James, anecdotes concerning, 97a.
Clay, James, and modern whist, 98a.
Clay movement, the, 96a.
Clayton, Paul, 34b, 268b.
CLEAR A SUIT, TO, 98b.
CLERICAL ERRORS, 98b.
Clinton, Mrs., 525a.
Club record, a remarkable, 267b.
CLUBS, 99a.
Clubs. See, "Whist Clubs."
Coat Cards. See, "Court Cards."
Cöcklebergle-Dützele, Ludwig von, 58a, 296a.
Code. See, "Laws of Whist."
Coe, W. C., 305a, 529b.
Cohen, H. A., 43a.
COFFIN CHARLES EMMET, 99a (*also, 57b, 146a, 147b, 220b, 508a*).
Colahan, Mrs. J. B., 523a, 523b.
Coles, Charles Bardwell, 58a, 261b, 335a.
Collins, Clinton, 141a.
Columbia Athletic Club, 38b.
COMBINATION GAME, THE, 99b (*also, 49a*).
COMBINATION PRINCIPLE, THE, 101a.
COME TO HAND, 101b.
COMMAND, 101b.
Command, keeping, 100b.
Commanding card in partner's suit, getting rid of, 464a.
COMMANDING CARDS, 101b.
COMMENTS, 101b.
Committee on systems of play, 34a, 36a.
Common sense game, 273a, 288b, 346a, 378b.
COMMON SENSE OF WHIST, 102a.
COMMON SENSE SCHOOL, 102a.
Common sense whist, 499b.
Commonwealth Club, Worcester, Mass., 137a.
Communication between partners, 328b.
Comparative system, the, 354b.
COMPASS WHIST, 102a.
"COMPLEAT GAMESTER, THE," 102b.
Complete table, a, 418a.
Concealed cards, influence of, 207b.
Congress, Whist. See, "American Whist League."
Conklin, L. R., 503a.
CONSULTATION, 103a.
Contest, 264a.
Continental Club, New York, 88b.
Control of temper, 427a.
CONVENTIONAL, 103a.
CONVENTIONALITIES, 103a.
CONVENTIONAL PLAY, 103b (*also, 390b, 418b*).
CONVENTIONAL SIGNALS, 103b.
Conventions. See, "Private Conventions."
CONVERSATION, 104a (*also, 165a, 247b*).
Cooke, W. G., 503a.
Cooper, Sir Astley, 84a.
Cooper, E. B., 39b.
Cope, W. C., 527b.
Cornell, whist at, 505a.
CORONER'S TABLE, 104b.
Correct play, 193b, 398a.
Correspondence match. See, "Whist Match by Correspondence."
COTTON, CHARLES, 104b (*also, 352a*).
COUNT, 104b.
COUNTERS, 104b.
Counting from the top of suit, 18b, 187a, 445a.
COUP, 105a (*also, 332a*).
COUP DE SACRIFICE, 105b.
COURT CARDS, 105b.
COURTNEY, WILLIAM PRIDEAUX, 105b (*also, 57b, 108b*).
Court of Appeals. See, "Judges of Appeal."
COVER, 106a (*also, 202b, 304a*).
Cover an honor led, 364b.
Crabbe, 321a.
Crane, F. W., 44a.
"CRAWLEY, CAPTAIN," 107b (*also, 57b, 58a, 58b, 335a*).
CRITICAL ENDINGS, 107b.
Croft, the Misses, 525a.
CROSS-RUFF, 107b (*also, 365b*).
CROWN COFFEE-HOUSE, 108a (*also, 180a, 494b*).
Crummer, Dr. B. F., 518b.
CURIOSITIES OF WHIST, 108a.
Curious social phenomena, 421a.
"Curse of Scotland, the," 413a.
Curtis, C. L., 38a, 174a.
Curtis, George W., 44a.
CUSACK-SMITH, SIR WILLIAM, 109b (*also, 57b*).
Cut, 337b.
CUTTING, 109b (*also, 233a, 238a*).
Cutting cards of equal value, 238a.
Cutting for partners, 400a.
CUTTING IN, 110a.
CUTTING OUT, 110a (*also, 238b*).

CUTTING TO THE DEALER, 110b (*also*, *233b*).

DALE, PARSON, 111a.
DALLAM, MISS FRANCES S., 111a (*also*, *425a*, *426a*, *523b*).
Dana, Charles W., 201b.
Dartmouth Club, 38b.
DAVIES, CLEMENT, 111a (*also*, *58a*).
Davis, C. S., 39a.
Davis, J. C., 173a.
DEAD SUIT, 111b.
DEAL, 111b (*also*, *239a*, *337b*).
Deal, never lost, at duplicate whist, 138b, 268b.
DEALER, 112b.
Dealing, 234a, 494b.
DEANE, WALTER MEREDITH, 112b (*also*, *60a*).
Deceiving partner, 126b.
Deceiving the adversary, 170b.
Decisions, whist, compiling, 265b.
Deck, 291b.
DECLARED TRUMP, 112b (*also*, *271a*, *276a*).
Declaring trump, 449b.
Declining to draw a losing trump, 258b.
Defensive game, 353b.
Denison, W. T., 501b.
Denver Whist Club, 146b.
DeRos, Henry, Lord, 172b.
Deschapelles Club, 95b, 232a.
DESCHAPELLES COUP, 115b (*also*, *338a*).
Deschapelles, disciple of, 343a.
DESCHAPELLES, G. LE BRETON, 114a (*also*, *47b*, *58b*, *83b*, *129a*, *172b*, *495a*, *505b*).
Destitute young Englishmen wandering about the continent, story of, 97b, 460b.
DETACHED CARD, 115b.
DEUCE, 115b (*also*, *180a*, *463b*).
"Devil's bed-posts," 413a.
DIAMONDS, 116a.
Dick, W. B., 335a, 458b.
Dickens, Charles, 284a, 313b, 505b.
Dickson, Mrs., 525a.
Difference between American and English laws, 8a.
Difference between long and short-suit play, 373a.
Dillard, Henry K., 53b, 84b.
DISCARD, 116a (*also*, *404b*).
Discard call. See, "*Single Discard Call.*"
Discard, force a, 304b.
Discard from weak suits, 270a.
Discard, importance of, illustrated, 520a.
Discard, reverse, 341b.
Discard, rotary. See, "*Rotary Discard.*"
Discarding, elementary directions for, 480b.
Discipline, mental, 485a.
DISGUISING THE NUMBER, 118b.
DISPUTES ABOUT PENALTIES, 118b.
Doe, Charles H., 488b.
Dolliver, Mrs. Sewall, 425a.
DOMESTIC RUBBER, THE, 119a.
Donally, Mrs. John B., 312b.
DONT'S, 119a.
DOUBLE, 119b.
DOUBLE-DUMMY, 119b (*also*, *210b*).
Double-dummy for two, three, or four, 93a.
Double-dummy problems, 249b, 517b.
DOUBLE-DUMMY PUZZLE, 120b.
DOUBLE ECHO, 121b.
DOUBLETON, 121b.
DOUBTFUL CARD, 121b.
DOUBTFUL TRICK, 122a (*also*, *450a*).
DOUBT, IN, 122a.
Down, playing, 374b.
DRAW OF CARDS, 122a.
Drawing cards prematurely to lead with, 165b.
DRAYSON, ALFRED WILKES, 122b (*also*, *1b*, *18a*, *31a*, *42a*, *42b*, *57a*, *58b*, *73b*, *120b*, *133a*, *187a*, *204b*, *245a*, *317a*, *341b*, *431a*, *444a*, *473b*, *483b*.
Drew, Rev. F. R., 348b.
DRIVE WHIST, 125a.
Drogheda, Marquis of, 162b.
Drummond, G. H., 192a.
Duchess of Kent at whist, the, 82a.
DUFFER, 125a.
DUGGAN, GEORGE E., 127a (*also*, *422a*, *425a*).
DUKE OF CUMBERLAND'S FAMOUS HAND, 127b (*also*, *254a*).
DUMMY, 128b (*also*, *409a*).
Dummy bridge. See, "*Bridge.*"
Dummy table in duplicate whist, 157a.
Duplicate play. See, "*Overplay.*"
DUPLICATE WHIST, 129b (*also*, *266a*, *280b*, *339a*, *359a*, *466b*, *467a*).
Duplicate whist an unerring test, 405a.
Duplicate whist, Coffin's three-table schedule for, 147b.
Duplicate whist counters, 105a.
Duplicate whist, distinct advance in, 135b.
Duplicate whist, early attempts at, 133a.
DUPLICATE WHIST, HISTORY OF, 132b.
Duplicate whist, improvement in, 7b.
DUPLICATE WHIST, INTER-CLUB, 137a.
DUPLICATE WHIST, LAWS OF, 137b.
Duplicate whist, laws of, amended, 36a.
Duplicate whist, laws of, committee on new revision of the, 497a.
DUPLICATE WHIST, LUCK AT, 140b.
Duplicate whist, opposition at, 287b.
DUPLICATE WHIST, PROGRESSIVE, 143a.
DUPLICATE WHIST, SCHEDULES FOR PLAYING, 145b (*also*, *50b*, *289b*, *354b*).
Duplicate whist, single-table schedule for, 147a.
Duplicate whist, true beginning of, 134b.
Dutton, C. T., 517a.
Duvall, W. E. P., 173b, 201a.

Eakin, L. G., 30b, 72b, 199a, 356b.
Earle, Mrs. William E., 44b, 425a, 524b.
Earliest reference to whist, 84b.
Earmarks of the short-suit game, 382a.
EAST, 157a.
Easthope, Sir John, 528a.
Ebersberg, T. S., 57b.
ECHO, 157a (*also*, *433a*, *444a*).

Echo, do not, on adversary's lead of trumps, 157b.
Echo, plain-suit, 315b.
"Echoes," 37b, 492a.
Echoing from three, 433a.
Echoing with high cards, 445b.
Eight or higher card, discard of, as a trump-signal, 393a.
Eight, seven, or six, lead of, Howell's, 382b.
EIGHT-SPOT, 158b.
Eighth trick, playing to the, for study, 409a.
ELDEST HAND, 158b.
ELEVEN RULE, 158b.
Eleven rule, and fourteen rule, 186b.
Eleventh card, 159a.
ELLIOTT, EUGENE S., 159b (*also, 29b, 30b, 227b, 267b, 292b, 344a, 345b, 439a, 470b, 473a, 482a, 484b, 522b, 525b*).
Ellison, Eugene L., 470b.
Ellison, Mrs. Eugene L., 471a, 524b, 530a.
Ellithorp, F. T., 223b.
Elwell, J. B., 173b.
EMBLEMS, WHIST, 161a.
Emerson, William C., 39a.
Emma D. Andrews Whist Club, Camden, N. J., 525a.
Endicott, H., Jr., 503a.
End-play of a hand, 465b.
ENGLAND, WHIST IN, 161a (*also, 487a*).
English Code, defective, 244a.
English Code. See, "*Laws of Whist.*"
English Whist Clubs. See, "*Whist Clubs.*"
ENTRY AND RE-ENTRY, 163b (*also, 238b*).
Envelope system, duplicate whist, 130a.
EQUAL CARDS, 163b.
Equal value, cards of, 219b.
Equality, placing the players on an, 130a.
Equivocal card. See, "*Doubtful Card.*"
ERROR, CARDS PLAYED IN, 164a.
ERRORS, 164a (*also, 115b*).
ESTABLISH, 164b.
Established, assuming suit is, though led but once, 179b.
Established by usage, 103a.
ESTABLISHED SUIT, 164b.
ETIQUETTE OF WHIST, 165a (*also, 30b*).
Everard, H. H., 44b, 513a, 513b.
Everett, Edward, whist anecdote by, 82a.
Every-day hands, importance of analyzing, 167b.
EVOLUTION OF WHIST, 166b (*also, 373b, 476b*).
Exercise, whist, 409a.
EXPERIMENTS, WHIST, 167a (*also, 35b*).
Expert, 45a.
EXPOSED CARD, 168a (*also, 75a*).
EXPOSED HAND, 168b.
Extracting trumps, 181a.

FACE CARDS, 169a.
FADS, 169a.
FALLACY, 170a.
FALL OF THE CARDS, 170a (*also, 126b, 207b, 218b, 314b*).
FALSE CARD, 170a.
FALSE CARDING, 172a.
False cards, opportunities to play, 188b.
False lead. See, "*Irregular Lead.*"
False scoring at duplicate. See, "*Scoring.*"
FAMOUS WHIST-PLAYERS, 172b (*also, 264a*).
FANCY WHIST, 174a.
Farnum, Mrs. Sadie B., 44b, 423a, 425a.
"FATHER OF THE GAME," 174a (*also, 206b*).
FAULTS, 174a.
"FAVORITE WHIST," 174b.
Fenby, Richard, 44b.
Fenollosa, Mrs. Martha W., 35a, 44b.
FENOLLOSA, WILLIAM S., 174b (*also, 16a, 174a, 187a, 201b, 421b, 425a, 461b, 483b, 508b*).
Fetridge, William P., 58a, 335a, 449b.
"FIELD, THE," 175b (*also, 519b*).
FIELDING AND WHIST, 176b (*also, 505b*).
FIFTH-BEST LEAD, 177a (*also, 23b*).
"FIFTH HONOR, THE," 177b.
Final rounds in a hand, 107b.
FINESSE, 177b (*also, 265a, 465b*).
Finesse in second round of suit, 179b.
Finesses, when advisable, 178a.
FINESSING AGAINST YOURSELF, 179a.
FINESSING BY THE ELEVEN RULE, 179a.
First American to write on whist, 488b.
First A. W. L. match, 354b.
First call for trumps, 45b.
First daily whist journal, 37b, 492a.
First duplicate match on record in the West, 136a.
First English text-book to conform to the American game, 205a.
FIRST HAND, 179b.
First inter-club duplicate match in America, 135a.
First printed description of whist, 104b.
First printed mention of whist, 493b.
First school of whist, 180a.
First scientific writer on whist, 209a.
First treated as a regular pastime in print, whist, 488a.
First use of stereopticon pictures in teaching whist, 475b.
First whist-book by an American woman, 473b.
First whist department published in America, 488b.
First woman elected to associate membership in the A. W. L., 472b.
First woman to publish anything on whist, 526a.
First woman to teach whist, 420b, 472a.
First woman to write on the technical side of whist, 469b.
First woman's whist congress, 521b.
First woman's whist match, 506b.
Fisher, Miss, 525a.
Five, four, three, or two, lead of, Howell's, 382b.
"FIVE OF CLUBS," 79b (*also, 57b, 335a*).
Five or more, suit of, indicated, 335b.
FIVE-POINT WHIST, 179b.

FIVE-SPOT, 179b.
Five trumps, lead from, 272a, 450b.
Fletcher, E. C., 39a.
Fletcher, G., 43a.
FOLKESTONE, LORD, 180a (*also, 108a, 256b, 295b, 494b*).
FOLLOW, 180b.
FOLLOW SUIT, 181a.
FORCE, 181a (*also, 382a*).
Force, taking a, 419a.
FORCED DISCARD, 182a.
FORCED DEAD, 182a (*also, 339b, 467a*).
Forced leads, detecting, 404b.
Forced leads more liberally employed, 500a.
Forcing, 307a.
Forcing partner, 174b.
Forgetting fall of cards, 122a.
FORMING THE TABLE, 182b (*also, 238a*).
Forming the table at duplicate, 138b.
Forrest, M. H., 3ca, 199a, 204a.
Foster, Edward Tavener, 173a.
FOSTER, R. F., 183a (*also, 1b, 21b, 26a. 383, 39a, 43b, 57b, 58b, 72b, 73b, 78a, 133b, 136b, 153b. 157a, 173a, 174a, 179a, 185a, 206a 214a, 217b 254a, 268b, 280b, 301a, 308b 314b. 344b, 345b, 358a, 360a, 363a. 365b. 373b, 374a, 383a, 384b, 413a. 420b, 425a. 427b, 439b, 442b, 454a. 464b, 483b, 490a, 491a, 497a, 506b, 510b, 511a, 516a, 518b, 529b*).
Foster, R. F., leading the attack on the long-suit game, 370b.
Foster's notation, 217b.
Foster's short-suit leads, 377b.
Founder of the A. W. L., 159b.
Four-card suit, lead from, 272a.
FOURCHETTE, 184b (*also, 304a*).
Four of the suit led, showing, 203a.
Four or more in suit led by partner, showing, 259b.
Four or more trumps, showing, 157b.
FOUR SIGNAL, 185a (*also, 169b, 315b. 339b*).
Four signal, objections to, 185a.
FOUR-SPOT, 186b.
FOURTEEN RULE, THE, 186b.
FOURTH-BEST LEAD, 187a (*also, 197b. 286a, 366a, 416b*).
Fourth-best lead, after ace, 177b.
Fourth-best lead suggested also by "Cavendish," 445a.
Fourth-best principle, 13a, 18a, 24a, 444b.
Fourth-best remaining, 177a.
FOURTH HAND, 188b (*also, 480a*).
Fourth hand refusing to take king, 51a.
Four-trump echo, 175b.
Four trumps, indicating, without playing, 6b.
Four trumps, lead from, 450b, 461a.
Four trumps, showing more than, 121b.
"Four you may—five you must," 460a.
Foxy proceeding, a, 442a.
France, whist in, 129a.
Francklin, Rev. Thomas, 484b.
Franklin, Benjamin, 85a.
FREAK HANDS, 189b (*also, 167b*).
"FRENCH BOSTON," 190a.
FRENCH GAME, THE, 190a.
French, H. B., 301b, 508b.
FRENCH WHIST, 190b.
FRESH CARDS, 190b.
Full swing, giving partner, 98b.
Fuller, E. B., 44b.
Fuller, Robert, 425a.
Fumbling the cards, 478a.
Fundamental principles, 430a.

GAMBIT OPENING, 190b.
GAMBLING, 191a (*also, 219a, 400a*).
GAME, 193b (*also, 233a*).
GAME, EACH PLAYING HIS OWN, 194a.
Game, saving the, 356b.
"Gammer Gurton's Needle," 493a.
Gardner, Miss Maude, 421a, 472b.
Gaskill, Mrs. B. M., 523b.
Gay, Mrs. Elizabeth H., 527a.
General rules (English), 243a.
George, J. A., 174a.
George III. and whist, 81b.
"GERMAN WHIST," 194a.
Getchell, Miss, 530a.
Gibbon, Edward, 84b.
Gillray, 500b.
Gleason, John B., 174a.
Godkin, E. L., 43b, 421b.
GOING ON WITH A SUIT, 194b.
Goodman, Mrs. J. E., 530a
Goodrich, F. B., 44a.
Gordon, Charles, 174a.
Gorton, William, 38b.
GRAHAM'S COFFEE-HOUSE, 194b (*also, 455a*).
Grammalogues of whist, 167b.
GRAND COUP, 195a.
Grant, General, wins an English rubber, 86a, 338b.
GRANVILLE, EARL OF, 195a (*also, 172b*).
GREAT GAME, PLAYING A, 195b (*also, 6a*).
GREAT SUIT, 195b.
Greene, Miss Florence C., 523b, 525b.
Greene, H. E., 305a, 433a.
GUARDED, 195b.
GUERILLA TACTICS, 196a.
Gunnison, W. T., 502b.
Gurley, R. A., 185a.
"*G. W. P.*" *See* "*Pettes, G. W.*"

Habits induced by whist, 485a.
Hadlock, Professor A., 143b.
Haliward, Dr. A. H., 527b.
Hall, E. K., 520b.
Hall, Mrs. Edwin L., 522b.
Hall, George W., 292b, 482a.
Hall, John, 509b.
Hall, Mrs. L. M., 523a.
HAMILTON, C. D. P., 196a (*also, 13b. 35a, 38a, 58a, 173b, 177a, 194a, 214a, 232b, 305a. 344b, 372a, 459a, 461a, 483b, 487b, 488b, 503b.*).
Hamilton club house, Philadelphia, 470b.
HAMILTON LEADS, 197b (*also, 13a, 169b, 170a, 197a, 249a, 335b, 404b, 429a*).

Hamilton team, 13a, 33a, 34b, 87a, 88b, 135a, 186a, 197b, 199b, 429a, 448a, 453b, 531b.
HAMILTON TROPHY, 199a (*also, 143a, 223b, 448a*).
HAND, 200a.
Hand, complete play of, required, 435b.
Hand, looking over a, 258a, 443a.
Hands, arrangement of. See, "Cards, Arrangement of."
HANDS, DIFFICULT TO LEAD FROM, 200b.
Hands, illustrative. See, "Illustrative Hands."
HANDS, INSTEAD OF POINTS, 202a.
Hands, memorizing, 266a.
Hands, phenomenal, 311b.
Hands played by correspondence. See, "Whist Match by Correspondence."
Hands, playing both, as one, 296a.
HANDS, UNCLEAN, 202a.
Harbach, W. C., 39b.
Hare, W. J., 443b.
Harrison, Miss R. Frances, 44b.
Hart, E. Stanley, 38a, 174a, 199b, 413b.
Hart, Frank, 38a.
Hartz, Irving T., 36b.
Harvard-Yale whist match. See, "Whist in Colleges and Universities."
Haslam, Percival, 57b.
Hatch, C., 301a, 306a.
Hawes, W. H., 31a.
Hawkins, W. E., 34b, 174a, 374b.
Hawley, Mrs. J. R., 44b, 522a, 522b, 523a, 523b, 524a, 525a, 525b.
Hawley, Warren A., 491a.
Hawthorne, Nathaniel, 85b.
Haynes, A. M., 508b.
HAYWARD, ABRAHAM, 202b (*also, 43b, 314a*).
HEAD, 202b.
HEARTS, 202b.
Heath, L. W., 514b.
Heighs, G. W., 39a.
Heilig, F., 503a.
Helping partner, 115b.
Heudrick, W. A., 503a.
Henniker, Mrs., 506a.
Henriques Clarence A., 34a, 34b, 38b, 173b.
Henriques, Mrs. Clarence A., 413b.
"Herald, Boston Daily," 488b, 489a.
Hess, Mrs. Minnie, 425a.
Hetzel, George C., 411b.
Hewby, John Petch, 297b, 335a.
Hickox, W. E., 305a.
HIGH-CARD ECHO, 203a.
HIGH-CARD GAME, 203a (*also, 230a*).
HIGH-CARD LEADS, 203b (*also 24a*).
HIGH CARDS, 203b.
High cards accurately indicating, 249a.
High cards, forcing out, 181a.
Higher card on a high card led, 106a.
Higher ideals of whist, 484b.
High indifferent cards, leads from, 24a, 44b.
"High-low," 388a.
High, third hand, 430b.
Hill, C. W., 174a.
History of whist. See, "Whist, History of."
Hobart, E. W., 501b, 502b.
Hoekstra, Jacob A., 57a.
Hogg, James, 327a, 335a.
HOLDINGS, 203b.
HOLDING UP, 204a (*also, 465b*).
Holman, I. W., 44b.
Home game, whist a, 273b, 484a.
HOME PLAYER, 204a.
Home team, 468b.
Honor, covering an, 106b.
HONORARY MEMBERS OF THE LEAGUE, 204a.
HONORS, 204b (*also, 69b*).
Honors eliminated, 273b.
HONORS, SCORING, 205a.
Hooker, E. H., 305a.
Hopley, John, 250b.
Horr, J. C., 532b.
Horr, N. T., 508b.
Howard, A. H., 514a.
HOWELL, EDWIN C., 205b (*also, 1b, 2b, 31b, 34a, 57b, 144b, 174a, 203a, 214a, 283b, 301b, 305a, 363a, 372a, 379a, 383a, 384a, 407b, 414b, 458a, 483b, 487b, 489a, 502a, 508a*).
Howell, Mrs. E. C., 509b.
HOWELL GAME, THE, 206b (*also, 288b*).
Howell's short-suit leads, 381b.
Howell Whist Club, 206a.
How to avoid misdealing, 269a.
HOYLE, EDMOND, 206b (*also, 58a, 73b, 172b, 180b, 210a, 210b, 212a, 236b, 267a, 320b, 339b, 388b, 417b, 420b, 494b*).
HOYLE GAME, THE, 210a.
HOYLE PLAYER, 210a.
Hudson, William, 174a, 306a.
Human nature, weakness of, 92a, 266a.
"HUMBUG WHIST," 210b.
Hume, David, 84b.
'HUMOURS OF WHIST," 210b.
Hutchings, Colonel Hy., 509b.
Hutchinson, James A., 305a.
Hyde, Miss Adelaide B., 423b, 425a.
Hyde Park Whist Club, 32b, 199b, 270a.

Ignorance, 65a.
IGNORANT PLAYERS, 211b.
ILLUSTRATIVE HANDS, 212a (*also, 3a, 66b, 121a, 128a, 140b, 172a, 250a, 254a, 281b, 283b, 300b, 302a, 304b, 305a, 306b, 337b, 345a, 379b, 386a, 394a, 411a, 427b, 447a, 468a, 474b*).
ILLUSTRATIVE HANDS, RECORDING, 214b.
IMPERFECT PACK, 218a.
Improvement in announcing results of match-play, 361a.
IN, 218b.
INATTENTION, 218b.
INCOME FROM WHIST, 219a.
INDEPENDENT PLAYERS, 219a.
India, whist in, 488b.
Indiana Whist Association, 46a, 46b.
Indianapolis Whist Club, 99b.
Indicating players or hands, 1a.

Indicating strength in suit by discard, 350b.
INDICATORS, 219a.
INDIFFERENT CARDS, 219b.
Individual judgment, 391b.
Individual merit score-card, Coffin's, 147b.
INDIVIDUAL RECORD, 219b.
Individual responsibility, 247b.
Individuality of players, 263a.
Inequalities of sides, at duplicate, 293a.
INFERENCES, 219b (*also, 231a*).
Inferences, drawing, 207b, 222b.
Inferences from bad play, 295a.
INFORMATION, 221a.
Information exchanged, 10b.
Information, when it should not be taken advantage of, 165b.
INFORMATORY GAME, 222a (*also, 307a*).
INNOVATIONS, 222a (*also, 365a, 416a*).
IN PLAY, 222b.
INSTINCT IN WHIST, 222b.
Intention of players wishing to enter a table, 163b.
Inter-club duplicate match, first in America 135a.
Inter-club duplicate whist, 137a.
Inter-collegiate whist matches, 501a.
INTERIOR CARDS, 222b (*also, 407b*).
INTERMEDIATE LEADS, 222b (*also, 375a*).
Intermediate sequence, 300a.
INTERNATIONAL MATCH, A PROPOSED, 223a.
IN THE LEAD, 223b.
Intimation concerning the hand or game, 165a, 166a, 247b. (*See, also,* "*Conversation.*")
Intuition, 300a.
"INVINCIBLE WHIST," 223*b*.
"INVITATION GAME, THE," 223b (*also, 380a*).
INVITE, THE, 223b.
INVITING A RUFF, 224a.
IRREGULAR LEAD, 224a.
Irregular original lead, when an honor is turned to the right, 169b.
IRREGULAR PLAY, 224b.
Irregular tactics, 202a.
IRREGULAR WHIST, 225a.
IRREGULARITIES IN THE HANDS, 225a (*also, 139a, 234b*).
Irving, Washington, whist his solace up to his death, 85b.
"IT DIDN'T MATTER" PLAYER, THE, 225b.
"It made no difference," 127a.

JACK, 225b.
Jack-lead, 14a. 16a, 446a.
Jack-lead, Howell's, 382b.
Jack-lead, Keiley's, 384a.
Jack, lead of, denying ace, 13b.
Jack, ten, or nine, lead of, 222b.
Jack when not to cover, second hand, 179a.
Jackson, Lowes d'Aguilar, 42a, 57a, 57b, 335a.
Jackson, L. McL., 38b.
James, H. K., 39a.
Jameson, Mrs., 85a.
JENKS, MRS. M. S., 226b (*also, 44b, 421b, 425a, 485a, 488b, 489b*).
"JEROBOAM HAND," 227a.
Johnson, C. F., 39a.
Johnson, Mrs. F. H., 39a.
Johnson, James W., 515a.
JOHNSON ON WHIST, 227a (*also, 494a*).
Johnson, W. T., 514b.
Jones, Henry See, "*Cavendish.*"
Jones, H. D., 237a.
Jones, M. B., 502b.
JUDGES OF APPEALS, 227a.
JUDGMENT, 227b (*also, 452b*).
JUMPING A SUIT, 227b.
Jumping from suit to suit, 203b.
JUNIOR WHIST CLUB, 228a.

Kalamazoo method, 292a.
Kalergi, M., 173a.
Kansas City Whist Club, 293a.
Kate Wheelock Whist Club, Philadelphia, 469a.
Kate Wheelock Whist Club, Portland, Oregon, 473a.
Kate Wheelock Whist Club, Staten Island, N. Y., 470a.
Keehn, G. W., 34a. 36a, 38a. 173b.
KEILEY, CHARLES R., 228b (*also, 34b, 57a, 174a, 372a, 423b, 425a, 490b*).
Keiley's short-suit leads, 383a.
KEIM, MRS. GEORGE DE BENNEVILLE, 229a (*also, 424b, 425a*).
Kennedy, J. M., 173a, 443b.
Kernochan, Mrs. Frank, 425a.
Kieb, E. C., 38b.
Kimball, William S., 470b.
Kinds of players, twenty-six, 317a.
KING, 229b (*also, 51a*).
King and one small, with, covering queen, 106b.
King and one small, not led from by Starnes, 385a.
King card. See, "*Master Card.*"
King, jack, ten, 197b.
King-lead, 14a.
King-lead and unblocking, 464a.
King-lead, Howell's, 382b.
King-lead, Keiley's, 384a.
King, queen, jack, and two or more, lead from, 226a.
King, queen alone, Starnes' lead from, 385a.
King second hand on low card led, 230a.
King, ten, jack, lead from, 446a.
Kismet Club, Cincinnati, O., 529b.
KNAVE, 230b (*also, 225b*).
Knickerbocker, A. M., 481b.
Krebs, Mrs. Abbie E., 423b, 425a, 488b, 523a, 523b.

Ladies and gentlemen at duplicate, 145a, 149a, 529a, 529b.
Ladies, school of whist for young, 208a.
Lady whist-players. See, "*Women as Whist-players.*"

LAMB, CHARLES, AT WHIST, 230b (*also, 43b, 84a, 202b, 527a*).
LANGUAGE, A, 230b (*also, 33b, 392b*).
Lanigan, George T., 43a, 321a.
Last trick, seeing the. See, "*Quitted.*"
LAST TRUMP, 231a.
Latimer, Bishop, 493a.
Lawrence, C. S., 39a.
Lawrence, G. A., 506a.
Laws, object of, 231b.
Laws of duplicate whist, 137b.
LAWS OF WHIST, 213a.
LAWS OF WHIST, AMERICAN CODE, 232a.
LAWS OF WHIST, ENGLISH CODE, 236b (*also, 49a*).
LAWS OF WHIST, PROPOSED REVISION, 244a.
Lead in trumps and in plain suits, difference between, 246b.
Lead, irregular, 224a.
Lead of trumps invited, 223b.
Lead, original, 288b.
Lead, taking the, in the partnership, 294a.
LEAD, THE, 246a.
Lead, throwing the, 436a.
Lead, uses of, 246a.
LEADER, 247a.
Leading back the suit led, 339b.
LEADING OUT OF TURN, 247a (*also, 168a, 235b*).
Leading out of turn, preventing partner from, 247a.
LEADING THROUGH, 248b.
Leading trumps from five, 175a.
LEADING UP TO, 248b.
Leads, American. See, "*American Leads.*"
Leads and their meaning, 220a.
Leads, best and next best, 478b.
Leads, correct from certain hands, 200b, 214a.
Leads, difficult, 200b.
Leads, low card, 259a.
Leads, old, 285a.
LEADS, SYSTEMS OF, 248b.
Leads, trump, 450b.
Leads, trump showing, 453a.
League territory divided into two sections, 86b.
Learning to play, 213b.
Led more frequently than any other card, ace, 1b.
Led up to, cards more valuable when, according to short-suiters, 385b.
Lee, Miss J. E., 509b.
Leech, Mrs., 523b.
Lemmon, Charles H., 491b.
Lennox, Dr. Richard, 301b, 508b.
Lesser evil, choosing the, in leading, 182a.
Lever, Charles, 84b.
LEVICK, MRS. MARY D'INVILLIERS, 249b (*also, 523b, 526b*).
LEWIS, FREDERIC H., 249b (*also, 43a, 120a, 276a, 298b, 332a*).
Lewis problem, the, 250a.
Lewis, Waller A., 17b, 58b, 69b, 335a.
Lexicographers in error, some modern, 494a.
Liberal ideas in whist, 500a.
"LIEUTENANT-COLONEL B.," 250b (*also, 58b, 213a, 335a*).
Lindsay, C. F., 201b.
Literary men and whist, 84b.
LITTLE SLAM, THE, 251a.
"LITTLE WHIST SCHOOL, THE," 251a (*also, 77a, 299b, 501a*).
Lines of play, 316b.
LIVING HAND, 252a.
"LIVING WHIST," 252a.
Lloyd, Mrs. C. Bond, 523b, 525a.
Lodge, B., Jr., 31b, 199a.
Long and short-suit controversy, 497a.
Long and short-suit game combined, 99b, 271b.
LONG CARDS, 252b.
LONG SUIT, 252b (*also, 101a*).
LONG-SUIT GAME, THE, 253b (*also, 182a, 222a, 287b, 288b, 324a, 402a, 435b, 463b*).
Long-suit game, the, defeuded, 498a.
Long-suit game, the, objections to, 497a.
Long-suit game, when advised by short-suiters, 383b, 385b.
Long suit, headed by an eight, treated as worthless, 387b.
Long suit, one in every hand, 331a.
Long-suit openings, alleged trick losers, 184b.
"LONG SUITER," 253a (*also, 271b*).
"Long-suiters" challenged, 371b.
LONG TRUMP, 256b.
LONG WHIST, 256b (*also, 210a*).
LONGEST SUIT, LEAD FROM THE, 257a (*also, 418a*).
Longest or best suit, lead from, 416b.
Longstreth, Mrs. Morris, 523b.
LOOKING OVER A HAND, 258a.
LOOSE CARD, 258b.
LOSING CARD, 258b.
LOSING TRUMP, DECLINING TO DRAW A, 258b.
LOVE, 259a.
LOVE-ALL, 259a.
LOVE GAME, 259a.
Lovell, Sidney, 113a.
Low-card leads, Starnes', 385a.
Low-card leads, Keiley's, 384a.
Low-card opening from long suit, 100b.
LOW CARDS, 259a.
Lowell, James Russell, 85b.
LOWERED HANDS, 259b (*also, 258b*).
Low, H. N., 30b, 76b, 174a, 259b, 356b.
Lowrie, Mrs. Robert, 523b.
Lowest of a sequence, 366a.
LOW'S SIGNAL, 259b.
Lucas, Charles, 494a.
LUCK, 260a.
Luck in duplicate whist, 140b, 500a.
Lundstrom, John E., 44b.
LURCH, 261a.
Lyell, Charles, 84a.
LYTTON, LORD, AS A WHIST-PLAYER, 261a (*also 84b*).

MacBrair, D. J., 348b.
Mackay, Charles, 528a.
MacMillan, Professor Conway, 505a.
"MAJOR A.," 261b (*also, 58a, 335a*).
"MAJOR TENACE," 262a (*also, 57b, 335a*).
MAKE, 262a.
MAKE UP, 262a (*also, 389b*).
Management of cards, 62b.
Management of trumps, 451b, 481a.
MANDELL, HENRY A., 262b (*also, 34a, 34b, 36a*).
Manhattan Athletic Club, 354b.
Manhattan Whist Club, 4b, 184b, 371b, 374b.
MANNERISMS, 263a (*also, 297b*).
Manson, Thomas, 174a.
MARK, 263b.
MARKERS, 263b.
Marking. See, "Scoring."
Marlborough, Duke of, 83b.
Married couples, schedules for, at duplicate, 150b.
Martineau, Harriet, 85a.
MASKING A SIGNAL, 263b.
MASTER CARD, 263b (*also, 339b*).
MASTER HOLDINGS, 264a.
"Master, the," 127b.
MATCH, 264a (*also, 131a, 405a*).
Match, international, proposed, 223a.
Match play, 440a.
Matches instead of tricks, counting, 363b.
MATHEWS, THOMAS, 264a (*also, 57a, 67b, 73b, 172b, 262a, 285b, 295b, 340a, 409a, 471b, 495a*).
Mathias, F. W., 38a, 268b.
Mathias, L. J., 38a, 268b.
Matthews, W. H. S., 489b.
MAXIMS, 265a.
Maxims for the guidance of partners, 294a.
Maximum method of scoring at duplicate, 363a.
McCay, A. Harvey, 34b, 174a, 201a, 268b, 350b.
McCrea, Mrs. Henry, 44b, 524b.
McDiarmid, C. J., 39a.
McDougall, Hugh, 152b.
McINTOSH, ANDREW J., 265b (*also, 58a*).
McKay, Theodore, 174a.
McLaughlin, Mrs. George B., 252a.
MEDIUM CARDS, 265b.
MEETING AND OPPOSING, 266a (*also, 287b*).
Melick, Leoni, 38a, 199b.
Membership of the A. W. L., present, 37a, 486b.
Memories, short, 130b.
MEMORIZING THE HANDS IN DUPLICATE, 266a (*also, 501b*).
MEMORY, 266a (*also, 281b*).
MEMORY, ARTIFICIAL, 267a (*also, 207b*).
Memory duplicate. See, "Mnemonic Duplicate Whist."
Meredith, John C., 293a.
"Merry Andrew," 22b, 42b.
Metternich and a game which cost 2000 lives, 83a.
MIDDLE CARD, 267b (*also, 158b*).
Milwaukee Congress, 59b.
MILWAUKEE WHIST CLUB, 267b (*also, 29b, 30a, 160a, 292a, 345a, 345b, 449b*).
Minchin, J. I., 43a.
Minneapolis Chess, Checkers, and Whist Club, 31a, 31b, 88b, 199a.
Minneapolis Congress, 32a.
"MINNEAPOLIS LEAD," 268a.
MINNEAPOLIS TROPHY, 268b (*also, 448a*).
Minnesota, University of, whist at the, 505a.
Miscellaneous laws of whist, 236a.
MISDEAL, 268b (*also, 239b*).
Misdealing, 234a.
MISDEALING, HOW TO AVOID 269a.
MISS TODD'S WHIST PARTY, 269a.
MISTAKES, 269b.
Mistakes of adversaries, 164b.
Mistakes of beginners, 52a.
MITCHELL, JOHN T., 269b (*also, 13b, 32b, 38a, 48a, 57b, 131a, 133a, 136a, 143a, 147b, 173b, 199b, 292a, 347a, 362b, 483b, 489b*).
Mitchell, Hugh, 513a.
Mixed system, 416b.
"MIXERS," 270b.
MNEMONIC DUPLICATE WHIST, 270b.
Mnemonic duplicate whist, laws of, 140a.
Model hands. See, "Illustrative Hands."
Model games at whist, 213b.
Model games, use of, 76b.
Model whist-players, 51b, 111a.
Modern game foreshadowed, 297a.
MODERN SCIENTIFIC GAME, 271a (*also, 328b, 391a*).
Modern signaling game, 443b.
Modes of play, testing, 307b.
"MODIFIED GAME, THE," 271b (*also, 372b, 407b, 418a*).
Mogridge, F. P., 34b, 173b, 199b, 201a.
"MOGUL," 272a (*also, 22b, 25b, 42b, 43b, 133b, 169a, 272a, 298b, 335a, 370a*).
Money, playing for, 400a.
MONGREL WHIST, 273b (*also, 225a*).
Montagu, Mary Wortley, 85a.
Montgomery, E. A., 174a.
Moore, Professor E. H., 145b.
Moore, Miss M. Ida, 422a, 425a.
MORALITY OF WHIST, THE, 273b (*also, 30a*).
MORGAN, H. F., 274a (*also, 58b*)
Morrill, F. N., 503a.
Morse, G. W., 38b, 174a.
"MORT," 274a (*also, 5a*).
MOSSOP, CHARLES, 275a (*also, 60a, 73b, 280b, 298b, 370a, 471b, 488b*).
Most frequently led high card, 229b.
Moulton, Mrs. B. P., 523b.
Movements of teams of six, 502b.
Muhlfelder, David, 38a, 173b.
Mutes and whist-play, 104a.

Napoleon I. at whist, 82b.
Napoleon III. a vacillating player, 82b.
Narragansett Whist Club, Providence, R. I., 88b, 372a.
Nashville Whist Club, 33a, 39a, 88b.

National Trump, 276a.
Neff, Joseph S., 38a, 173b, 199b.
Neff, Mrs. Joseph S., 523b.
Newbold, Mrs. William Henry, 276b (*also*, *44b*, *422a*, *425a*, *526b*, *530a*).
New Challenge Trophy purchased, 88b.
New Deal, 277a (*also*, *239a*).
New Deal, Not Entitled to a, 277b.
New England Whist Association, 34b, 46a, 47a, 50b, 63a, 206a, 473b.
New Jersey Whist Association, 46a, 46b, 63a.
New Orleans Chess, Checkers, and Whist Club, 135a.
"New Play, The," 277b.
Newton Club, the, 41a, 141b, 503b.
New York Congress, 30b.
New York State Whist Association, 38b, 47a, 63a.
"Nightmare Whist," 278a (*also*, *409a*).
Nine, lead of, 169b, 278b, 384a.
Nine-Spot, The, 278b (*also*, *203b*).
Noble, Miss Evelyn, 425a.
Noel, Mrs. Lillian Curtis, 279a (*also*, *44b*, *423a*, *425a*).
Nom de plume. See, "*Pseudonyms of Whist Authors.*"
Non-Informatory Game, 280a (*also*, *498b*).
North Pacific Whist Association, 46b.
Northrop, H. M., 344a.
Norton, J. B., 38a.
Notation, whist, 1a, 214b, 531b.
Novices, play of, 203a.
Nowell, Mrs. Lavinia S., 44b, 422a, 425a.
N-S, E-W, 280b.
Number-showing craze, 20a.
Number-Showing Leads, 280b.

Objectionable practices, 419b.
Objections to American leads, 25b.
Object of Whist Play, 281b.
Object of whist laws, 232b.
Observation, 281b.
Odd Trick, The, 281b (*also*, *180a*, *195b*, *494b*).
Odd trick, playing for the, 317b, 318b.
Odd trick not played for at duplicate whist, 281b.
Odds at English Whist, 282a.
Offenses, claims for. See, "*Penalties.*"
Officers of the A. W. L., 39b.
Officers of the Canadian Whist League, 71a.
Old and new methods of dealing, 111b.
Old and New Schools, 282b.
"Old Bumble's Art of Whist," 348b.
Old-fashioned player, 97a.
"Old-Fashioned Whist-Party, An," 284a.
Old fogy, 210a.
Old Leads, 285a (*also*, *226a*, *248b*).
Omitting Playing to a Trick, 287a.
Omwake, John, 515b.
One-handed player, 114b.
Open Game, 287a.
Open hands, play of, to settle controversies, 307b.
Opening, 287b.
Opening Lead, 287b.
Opponent, 287b (*also*, *5a*).
Opposition, 287b.
Optional Trump-Showing Leads, 288a (*also*, *454a*).
Original discard, 116b.
Original Fourth-Best, 288a (*also*, *187a*, *197a*, *445b*).
Original Lead, 288b (*also*, *246b*).
Original Play, 289a.
Orndorff, Thomas C., 289b (*also*, *30a*, *145b*).
Otis, T. E., 290b (*also*, *424a*, *425a*, *490a*, *508a*).
"Ouida's" Tribute to the Game, 290b.
Out, 291a.
Out of turn, playing. See, "*Error, Cards Played in.*"
Overlooking hands, 103a.
Overplay, 291a (*also*, *130a*).
Overtrump, 291a.

Pacific Coast Whist Association, 46b, 361b, 438b, 473b.
Pack, 291b.
Packet, 291b.
Paine, Cassius M., 291b (*also*, *7a*, *29b*, *34a*, *36b*, *136b*, *174a*, *232b*, *283b*, *422b*, *440b*, *482a*, *496b*, *508b*, *511a*, *513a*).
Pair, A, 292b (*also*, *426b*).
Pairs, schedules for, at duplicate, 155a, 206b.
"Pam," 43a.
Pardon, George Frederick, 57b, 58a, 58b, 107b, 335a.
Park Club, Plainfield, N. J., 88b.
Parker, George W., 311a, 533a.
Parks, Charles E., 512a.
Parry, N. H., 174a.
Parsons, R. L., 32b, 174a, 199b.
Partie, 293b.
Partner, 293b (*also*, *203a*).
Partner, A Bad, 295a (*also*, *225b*).
Partner, forcing, when weak yourself, 181a.
Partner, helping, 408a, 430b.
Partner's Hand, 295b.
Partner's lead, returning, 339b.
Partner, selection of, 110a.
Partnership, 296a.
Partnership game, 252b, 253b, 264b, 324a, 328b.
Partnership play, 221a, 223b, 271a, 487b.
Partner's Suit, 296b.
Party, whist, 131b.
Pass, 296b.
Passing the trick, 122a.
Patents. See, "*Whist Patents.*"
Payn, James, 84b, 85a, 352a, 506a.
Payne, George, 297a.
Payne, William, 297a (*also*, *58a*, *257a*, *285b*, *339b*, *495a*).
Peabody, George, 84a.

Peck, J. H., 502a.
Peck, J. W., 503a.
Peck, Mrs. Walter, 523a, 523b.
Peckham, James S., 201b, 305a.
PECULIARITIES OF PLAYERS, 297b.
"PEMBRIDGE," 297b (*also, 1b, 25b, 26a, 57b, 58b, 335a, 429a*).
Penalties, enforcing, at duplicate, 140a.
Penalties, purpose of, 232b.
PENALTY, 299a (*also, 118b*).
Penalty for employing private conventions, 329a.
Penalty for revoking, 342a.
Penalty, a, should not be purposely incurred, 165b.
PENULTIMATE, 299b (*also, 18a, 273a, 286a, 444b*).
PERCEPTION, 300a (*also, 314b, 409a, 410b*).
PERCEPTION PROBLEMS, 300a (*also, 95a, 278a*).
Permanent trump. See, "*Declared Trump,*" *and* "*National Trump.*"
PERMUTATION, 307b.
Personal skill. See, "*Skill.*"
Petaluma Whist Club, 45a.
Peter. See, "*Trump Signal.*"
PETERBOROUGH, LORD, 309a (*also, 192a, 388b*).
PETTES, GEORGE W., 309b (*also, 1a, 12b, 21b, 28b, 57a, 58b, 73b, 95b, 105b, 169b, 214a, 227a, 232a, 277b, 335a, 337b, 393a, 396a, 420a, 442a, 459a, 488b, 489a, 489b*).
Pettit, Mrs. Silas W., 523a, 523b, 525b.
PHENOMENAL HANDS, 311b (*also, 467b, 532a*).
Philadelphia a centre for woman's whist, 276b.
Philadelphia Congress, 31a.
PHILADELPHIA CUP, 313a (*also, 524b*).
Philadelphia Whist Club, 38a, 199b, 351a, 413b.
Philosopher of Whist, 324a.
PHILOSOPHICAL GAME, 313a.
"PIANO HAND," 313a.
"PICKWICK" AT WHIST, 313b (*also, 284a*).
Pike, Manley H., 223a.
Pilling, Mrs. J. W., 44b.
Pioneer whist teacher, 94a.
"PIPING AT WHIST," 314a.
Pitt and Burke *vs.* Fox and Sheridan, 314a.
PITT COUP, 314a.
PLACING CARDS, 314b.
Placing the lead. See, "*Throwing the Lead.*"
Placing the tricks during play, 441b.
PLAIN SUIT, 315a.
PLAIN-SUIT ECHO, 315a (*also, 464a*).
Plain suit led by an adversary, signal in, 185a.
PLAIN-SUIT SIGNAL, 315b.
PLAIN SUITS, CHOICE OF, 316a.
PLAY, 316a.
Play for gain, 151a.
PLAY, LINES OF, 316b.
PLAYED CARDS, 316b.
PLAYERS, KINDS OF, 317a.
Players, positions of, 327b.
PLAYING AT PLAYING WHIST, 317b.
PLAYING CARDS, 317b.
PLAYING FOR THE ODD TRICK, 317b.
PLAYING OUT OF TURN, 318a (*also, 235b*).
"PLAYING PICTURES," 318a.
Playing the cards at duplicate, 139b.
PLAYING THE GAME, 318a.
PLAYING TO THE SCORE, 318b (*also, 111b*).
PLAYING TWO CARDS TO ONE TRICK, 318b.
Playing weak suits down, 229a.
POE, EDGAR ALLAN, ON WHIST, 319a (*also, 85b*).
POEMS ON WHIST, 320a.
Point, saving a, 357a.
POINTS, 323b.
Points, counting, objected to, 202a.
Points, rubber, 352a.
POLE, WILLIAM, MUS. DOC., F. R. S., 324a (*also, 1b, 19a, 24a, 31a, 43a, 57b, 58a, 128a, 134b, 166b, 204b, 213a, 220b, 251b, 257a, 358a, 369b, 373a, 467b, 493b, 495b, 528a*).
Pole's rhyming rules, 346a.
PONE, 327a.
Poor players, 260a.
"PORTLAND," 327a (*also, 58b. 335a*).
PORTLAND CLUB, 327a (*also, 49a, 237a, 251b, 388b, 455b, 487a*).
Portland rules. See, "*Laws of Whist, English Code.*"
Portrait of Hoyle, spurious, 208b.
POSITION, 327b.
Position, tenace, 427a.
POST-MORTEM, 328a.
Postulations upon which the American Code is based, 232b.
Pote, B. E., 43b.
Potter, Mrs. O. W., 523b, 530a.
Potter, William A., 491a.
PRACTICE, 328a.
Praed, 321a.
Pre-arranged games, 365b.
"*Preference.*" *See,* "*Swedish Whist.*"
Prince of Wales, 82a.
Princeton, whist at, 504a.
Princeton Whist Club, 504b.
PRINCIPLES, GENERAL, 328b (*also, 324a*).
PRIVATE CONVENTIONS, 328b (*also, 103b, 351a, 392b*).
Private conventions defined, 329a.
Prize contest, large, 491a.
Prizes, 125a, 131b, 478a.
PROBABILITIES, 330b (*also, 89a, 206a*).
PROBLEMS, 331b (*also, 249b, 300a, 519a, 520a*).
PROCTOR, RICHARD ANTHONY, 332b (*also, 1b, 26a, 43a, 43b, 44a, 57b, 84a, 108b, 120b, 179b, 300b, 335a, 370a, 488b. 518b*).
Progress *vs.* stick-in-the-mud, 124b.
Progressive duplicate whist. See, "*Duplicate Whist, Progressive.*"
Progressive duplicate whist, early form of, 102a.
PROGRESSIVE FOURS, 334b.

PROGRESSIVE PAIRS, 334b.
Progressive whist. See, "Drive Whist."
PROTECTIVE DISCARD, 334b.
Providence Athletic Club, 475b.
Providence Whist Club, 140b.
"PRUSSIAN WHIST," 334b.
PSEUDONYMS OF WHIST AUTHORS, 334b.
"Psycho," 45b.
Public schools, teaching of whist in, advocated, 485a.
Puzzles, whist, 120b, 127b.
Pyramid Whist Club, Boston, 375a.

QUACKENBUSH, EARLE C., 335a (*also, 423b, 425a, 529a*).
QUART, 335a.
QUART MAJOR, 335a.
QUEEN, 335b.
Queen, jack, ten, lead from, 175b, 197b, 416b.
Queen-lead, from ace, king, queen, etc., 13b, 404b.
Queen-leads, 446a.
Queen-leads, Howell's, 382b.
Queen-leads, Keiley's, 384a.
Queen-leads, simplifying the, 13a.
Questions concerning laws, 227b.
QUINT, 336a.
"Quisquis," 42b.
QUITTED, 336a.
"Quiz Cards," 7b.

Radnor, Countess of, 180b.
"RAILROAD WHIST," 337a.
RANK, 338b.
Rasmussen, S. J., 517a.
Rawson, Mrs. Sidney F., 470a, 524b.
Reade, Charles, 46a, 85a.
Reagan, Mrs. James M., 201b.
Recording hands at whist, 214b.
RE-ENTRY, CARD OF, 338b (*also, 75b*).
REFORM CLUB, 338b.
REFUSING A FORCE, 339a.
Registering hands at duplicate, 8a.
REJOUÉ, 339a.
Remak, Gustavus, Jr., 34b, 36b, 135a, 173b, 199b.
Remembering cards, 104b.
Remington, Arthur, 532b.
Reneging, or renouncing, 103a.
Rennie, Sir Richard, 162a.
RENOUNCE, 339a.
Reprehensible practice, 258a.
Re-sorting cards, in early duplicate, 135b.
Responding to the trump signal, 456a.
Retaining a small card, 480a.
RETURNING THE LEAD, 339b (*also, 431a*).
Returning trumps, 461a.
REVERSE DISCARD, 341b (*also, 416b*).
REVOKE, 341b.
Revoke, concealing a, 165b, 166a.
Revoke, saving a possible, 69b.
Revoking, 235b.
Revoking at duplicate, 139b.
RHEINART, JOHN, 343a (*also, 115a, 173a, 267b*).
RHYMING RULES, 346a.

Richards, B. L., 32b.
Richardson, Mrs., 313a, 524b.
Richter, Otto, 174a.
Roberts, Miss Edith, 425a.
Rogers, C. W., 39a.
Rogers, G. T., 174a.
Rogers, Mrs. Harry, 424a, 425a.
Rogers, Howard J., 489a, 498b.
Rogers, J. W., 214a.
Rogers, R. M., 32b, 174a, 199b.
ROTARY DISCARD, 350b (*also, 170a*).
Rowlandson, 501a.
ROUND, A, 351b.
RUBBER, 351b (*also, 237b*).
"RUBBER, A VERY QUIET," 352a.
Rubber game, 352a.
RUBBER POINTS, 352a.
Rubbers won and lost by "Cavendish," 78b.
Rubbers won and lost by Dr. Pole, 326a.
Rudiments of the game, 477a.
RUFF, 352b.
"RUFF AND HONOURS," 352b.
RUFFING GAME, 353a (*also, 158b, 366a, 394a*).
RULES, 353a.
Rules, "Bob Short's," 55b.
Rules for bumblepuppy, 65b.
Rules may be departed from, when, 341b.
Rules modified by the fall of the cards, 262b.
Rules not opposed to common sense, 423b.
RUNNING, 353b (*also, 375a, 383b*).
Russell, J. E., Jr., 305a.
"RUSSIAN BOSTON," 354a.
Ryerson, E. W., 501b.

Sacrifice lead, 190b.
Sacrificing hand to partner, 380b.
Sadler, E. H., 134b.
SAFFORD, A. G., 354a (*also, 30a, 146a, 147a, 150b, 151a, 363a, 441b*).
Salinger, A. D., 502b.
Same hands, to avoid playing the, at duplicate, 143b.
Samson, W. H., 491a.
Samuel, Mrs. Frank, 471a, 523a, 523b, 524b.
Sanderson, F., 134b, 514a, 515a.
San Francisco Whist Club, 423b, 438b.
Sarah Battle Whist Club, Philadelphia, 506b.
Satire, whist, 210b.
Savage, M. W., 506a.
Savages and the trump signal, 455b.
SAVING THE GAME, 356b.
Schedules for large numbers of individuals, at duplicate, 148b.
Schedules for team play, duplicate whist, 153a.
Schmidt, Miss C. H., 38b, 39a, 44b.
Schools of whist, 108a, 264b, 298b, 309b, 516a.
Schools, whist in. See, "Whist as an Educator."
SCHOOLS OF WHIST, 357a.
Schuyler, R., 503a.

SCHWARZ, THEODORE, 357b (*also, 32b, 33a, 232b, 415a, 522b*).
SCIENCE OR ART? 357b.
Scientific game, modern, 271a.
Scientific play, 253b.
SCORE, 359a.
SCORE-BOOK, 359b.
SCORE-CARD, 359b (*also, 105a, 360b*).
Score, duplicate, 138a.
SCORING, 360a (*also, 237b, 293a*).
Scoring, erroneous method of, at duplicate whist, 360b.
Scoring, Tormey's method of, 361a.
Scoring, unsatisfactory condition of, 362a.
"SCOTCH WHIST," 363b (*also, 190b*).
Sebring, James L., 136b, 292a, 440b, 511b.
SECOND HAND, 364a.
Second hand, fourchette a defense for, 184b.
Second hand, play of, 479b.
SECOND HAND SIGNAL, 365a.
Seeing the hand. See, "*Looking Over a Hand.*"
Seeley, J. B., 490a.
SEE-SAW, 365b.
SELF-PLAYING CARDS, 365b.
SEMI-HONORS, 365b.
SEQUENCE, 366a.
Sequence, leading from a, 126a.
SET, 366a.
SEVEN-POINT GAME, THE, 366a (*also, 496b*).
SEVEN-SPOT, 366a.
Seymour, S., 57b.
SHAKESPEARE AND WHIST, 366a.
Shea, J. J., 312a.
SHELBY, MISS ANNIE BLANCHE, 367b (*also, 425b, 491a*).
Shepard, E. H., 368a.
Shepherd, W., 39a.
Sherwood, A. C., 503a.
SHORT SUIT, 368b.
Short-suit call for trumps, 456b.
SHORT-SUITER, 368b (*also, 271b*).
Short-suit (forced) leads, 182b.
SHORT-SUIT GAME, THE, 369a (*also, 182a, 183a, 206b, 288b, 328b, 402b*).
Short-suit ideas, 41b, 265a.
Short-suit lead not generally applicable, 373b.
SHORT-SUIT LEADS, FOSTER'S, 377b.
SHORT-SUIT LEADS, HOWELL'S, 381b.
SHORT-SUIT LEADS, KEILEY'S, 383a.
SHORT-SUIT LEADS, STARNES', 384a.
SHORT-SUIT LEADS, TORMEY'S, 387b.
Short-suit play, 100a.
Short-suit play, essence of, 414b.
Short suits, choice of lead from, 100b, 102a.
SHORT WHIST, 388b (*also, 309a, 495b*).
Short whist without honors, 179b.
Showing no more of suit, 374b.
Showing number of trumps after a signal, 461b.
Showing number of trumps by signal, 461b.
Showing strength, 374a, 375a.
Showing trump strength, 458a.
SHUFFLING, 389b (*also, 233b, 238b, 262a*).
Shwab, J. E., 39b.
Sibour, Vicomtesse de, 44b, 523b.
Sick whist, 529a.
SIGN, 390b.
SIGNAL, 390b.
SIGNAL AFTER A LEAD, 391a.
Signal for trumps. See, "*Trump Signal.*"
SIGNAL, MISTAKING THE, 391a.
Signal, plain-suit, 315b.
SIGNALING GAME, THE, 391a.
Signaling, when is a player justified in, 456a.
Signals, 328b.
Signals, conventional, 103b.
Signals, eschewing all conventional, 378b.
SIGNS, 392b.
SILENCE, 392b.
Silence essential to whist, 494a.
SINGLE, 393a.
SINGLE DISCARD CALL FOR TRUMPS, 393a.
Single-table duplicate. See, "*Duplicate Whist, Schedules for Playing.*"
Single-table duplicate, laws of, 140a.
SINGLETON, 393a (*also, 479a*).
Singleton lead, 265a, 272a, 385b.
SITTING, 394a.
SIX-SPOT, 394a.
Six trumps, lead from, 450b.
Six trumps, repeating the signal to show, 460b.
Six trumps, showing, 391a.
Sixth sense developed by whist, 404a.
SKILL, 394b (*also, 73a, 467a*).
Skill, experiment to determine, 133b.
SLAM, 395b.
Slavens, L. C., 514a.
Slous, F. L., 348b.
Small card, lead of, 272a.
SMALL CARDS, 396a.
Small cards, value of, 52b.
Small suit opening, 417a.
Smith, Adam, 84a.
Smith, Arthur D., 34b, 268b.
Smith, Beverley W., 34b, 174a, 268b, 350b, 489a.
Smith, Cecil, 54a.
Smith, E. LeRoy, 31b, 38a, 114a, 174a, 532b.
Smith, J. K., 490a.
Smith, Wilbur F., 35a, 174a.
SMOKING WHILE PLAYING, 396a.
SNEAK LEAD, 396b (*also, 393a*).
Snow, C. F., 36a, 38a, 173b.
Snyder, Mrs. Baird, 522a.
Snyder, Miss Edith, 425b.
"SOLO WHIST," 397b.
"Sorters," 8a.
Sorting cards. See, "*Cards, Arrangement of.*"
SOUND PLAY, 398a.
SOUTH, 398b.
Southey, Robert, 450a.
Sowdon, William, 512b.

SPADES, 398b.
SPECIAL TRUMP LEAD, 398b.
SPECIAL TRUMP-SUIT LEADS, 399a.
SPEECH AT A WHIST DINNER, 399a.
SPOTS, 399b.
Sprague, O. M. W., 503a.
SPREAD, 400a.
Springer, C. H., 39a.
Staël, Madame de, 85a.
Stafford, Harry F., 152a.
STAKES, 400a (*also, 191b, 273b, 389a, 412a*).
Stakes, A. W. L. opposed to, 30a, 32a.
Standard of play wanted, 35b.
Stanley, blind organist, 54a.
STARNES, VAL. W., 402a (*also, 58a, 372b, 427b*).
Starnes' short-suit leads, 384a.
Steele, J. N., 174a.
Steinitz, 446b.
Stephens, F. H., 529a.
Stevens, Harry S., 174a, 283b, 301a, 508a.
STILL PACK, 403a.
Still pack, turning trump from a, 449b.
Stock, 352b.
Stockley, Edith Keeley, 321b.
STOW, BOND, 403b (*also, 15b, 483b*).
St. Paul Chess and Whist Club, 33a, 88b.
STRAIGHT WHIST, 405a.
STRAIN OF WHIST, THE, 405a.
STRANGERS, PLAYING WITH, 405b.
Stratagem, 177b.
STRATEGY, 406a (*also, 332a, 418b, 427a, 464a, 465b, 471b, 480b*).
STREET ATTACHMENT, 408a.
STREET, CHARLES STUART, 407a (*also, 58b, 271b, 372b, 387b, 423b, 425b, 429a*).
Street, W. J., 174a.
STREETER DIAMOND MEDAL, 408a (*also, 30a*).
STRENGTH, 408a (*also, 431a*).
STRENGTHENING CARDS, 408a.
Strength or weakness, informing partner of, 339b.
Strength or weakness, lead from, 121b.
Strength signal. See, "Plain-Suit Signal."
Strong and weak cards, 68b.
Strongest suit, original lead from, 180a.
Strong hand, play of the, 318a, 379a.
STRONG SUIT, 408b.
Stuart, A., 44a.
Study, systematic, recommended, 167a.
Study table, a, 409b.
STUDY WHIST, 408b (*also, 95b, 278a*).
SUB-ECHO, 409b (*also, 445b*).
Subordinate leagues. See, "Auxiliary Associations."
SUB-SNEAK, 410b.
SUIT, 410b.
Suit echo. See, "Plain-Suit Echo."
Suit, not following, 339a.
SUIT PLACING, 410b.
SUIT SIGNAL, 412a.
SUMNER, CHARLES, AT WHIST, 412a (*also, 85b*).
"Sun, the New York," 370b, 490a.
SUPERSTITION, 412b.
SUPPORTING CARD GAME, 414a (*also, 226a, 279a, 335b, 375a*).
Surplus card, 287a.
Swabbers. See, "Whisk and Swabbers."
"SWEDISH WHIST," 414b.
Swift, Dean, 84b.
Swift, Mrs. Lucian, 523b, 525a.
Swing, Dr. David, 84b.
"Swings," 363b, 499a.
SYSTEM, 415a (*also, 499b*).
SYSTEM, MIXED, 416b.
Systems of play, harmonizing, 33b, 35b.

TABLE, 418a.
Table, forming, 233a.
Table of American leads, 11a.
Table of American leads, with changes, 14a, 15a.
Table for post-mortems, 328a.
Tables, arrangement of. See, "Duplicate Whist, Schedules for Playing."
Tables in first duplicate whist contest, 134a.
Tactics, guerilla, 196a.
TACTICS, WHIST, 418b.
Take the trick as cheaply as possible, 188b.
TAKING A FORCE, 419a.
TAKING IN THE TRICKS, 419a (*also, 441a*).
Taking partner's trick, 195a.
TAKING UP CARDS DURING THE DEAL, 419b.
TALKING AT WHIST, 420a.
TALLEYRAND'S MOT, 420a (*also, 83a*).
Talmadge, Henry P., 174a.
Tatnall, George, 301b, 508a.
Taylor, A. E., 173b, 489b, 508a.
TEACHERS OF WHIST, 420b.
Teaching whist, Miss Wheelock's method of, 474a.
TEAM, 426b.
Team against team, 131a.
Team-of-four matches, 137a.
Team-of-six matches, 501b, 502b.
Teams, schedules for, 153a.
TECHNICAL TERMS, 426b.
Telegraph, whist match by, 509b.
TEMPER, CONTROL OF, 427a.
Ten. See, "Ten-Spot."
TENACE, 427a (*also, 304a*).
Tenace, play illustrated, 386a.
Ten-lead, 14b, 197b, 272b, 384a, 404b, 416b, 446a (*also, see, "Ten-Spot"*).
Ten-lead, substituting fourth best for the, 13a, 197b.
Ten or nine, lead of, Howell's, 382b.
Ten-point game, 180a.
TEN-SPOT, 428b.
Ten-spot considered as an honor, 177b, 204b.
TEXT-BOOK, 429b.
THACKERAY ON WHIST, 429b (*also, 506a*).
Thayer, N. P., 39a.
THEORY, 430a.
Theory and practice, 328a.
Theory of duplicate, true, 113b.
THIRD HAND, 430b (*also, 480a*).

THIRTEENTH CARD, 432a.
THIRTEENTH TRUMP, 432b.
Thompson, L. C., 514b.
Thompson, Mrs. O. D., 523b.
THOMSON, ALEXANDER, 432b (*also, 213a, 320b, 484a*).
THREE-SPOT, 435b.
Three three-card suits and four trumps, lead from, 387b.
THREE-TRUMP ECHO, 433a (*also, 197a*).
Three trumps, not more than, showing, 409b.
THROWING CARDS DOWN, 435b.
THROWING THE LEAD, 436a (*also, 432b*).
Thurston, C. S., 502b.
Thwaits, C. F., 503a.
TIE, 436a.
TIERCE, 436a.
Ties in cutting, 110a.
"TIRESIAS," 436b.
Toledo Whist Club, 38a.
Toledo Yachting Association, 38b.
"Tom Jones," whist in, 176b.
Top of nothing, 374a, 375a, 384a.
TOP-OF-NOTHING LEAD, 436b.
Top-of-nothing lead, objection to, the, 100a.
Top-of-nothing lead, origin of, 229a.
TORMEY, P. J., 436b (*also, 13b, 34a, 36b, 46b, 113b, 174a, 186b, 223a, 350b, 361a, 368a, 415b, 485a, 488b, 491b*).
Tormey's short-suit (forced) leads, 387b.
Toulmin, Mrs. Harry, 471a, 523a, 524b, 530a.
TOURNAMENT, 440a.
Tournament play at colleges, 502a.
Tournament, Woman's Whist, 522a.
TOURNÉE, 440b.
Tourney. See, "Tournament."
Town and Gown Club, Ithaca, N. Y., 505a.
Townsend, E. P., 30a, 408a, 470b.
Townsend, Mrs. H. C., 523a.
Townsend, Samuel, 174a.
Trainor, William, 174a.
Transition period, whist passing through a, 257b.
TRAY, 440b (*also, 130a*).
TREBLE, 440b.
TREY, 441a.
TRICK, 441a.
Trick, failing to play to a, 287a.
TRICK-LOSING LEADS, 442a.
Trick-losing play, 90b, 197b, 365a, 442a, 458a.
Trick, quitted, 336a.
Trick-taking power, giving a, to low cards, 441a.
TRICK-TAKING VALUE OF CARDS, 442b.
Tricks, 323b.
Tricks, counting total number of, 202a.
Tricks instead of games and rubbers, 273a.
Tricks, taking in, 419a.
Tricks, winning all the, 395b.
Tricks won, placing cards of, 8a.
"TRIPLE-DUMMY," 443a.
TRIST, NICHOLAS BROWSE, 443a (*also, 10a, 15b, 18b, 20b, 21b, 30a, 31a, 34a, 42b, 43a, 124a, 135a, 174a, 177a, 187a, 204a, 232b, 244a, 409b, 420a, 429a, 438b, 483b, 488b, 496a, 515b*).
Trist, N. P., 443b.
Trist, Miss, 425b, 523b.
Trist Whist Club, Philadelphia, 41b, 471a, 506b, 521b, 524b.
Trollope, Anthony, 85a, 269a, 506a.
Trollope, Mrs., 85a.
TROPHY, 447b.
TRUE CARDS, 448b.
Trumbull, H., 31b, 199b, 283b, 508a.
Trumbull, Perry, 250b, 305a.
Trump, ace, nor court card. See, "New Deal, Not Entitled to a."
TRUMP ATTACK, 448b.
TRUMP-CARD, 449a (*also, 234b, 240b*).
Trump card at duplicate, 138b.
Trump cut from a still pack, 59a, 334b, 403a.
Trump, declared, 112b.
"TRUMP, JR., A.," 449b (*also, 58a, 169a, 335a*).
TRUMP-LEAD, ORIGINAL, 450b.
TRUMP MANAGEMENT, 451b.
Trump misers, 460a.
Trump or discard, 122a.
Trump, permanent, 113a.
Trump-play, curious, by "Cavendish," 447a.
Trump, refusing to, 339a.
TRUMP-SHOWING LEADS, 452b (*also, 417b*).
TRUMP SIGNAL, 454a (*also, 52b, 116b, 169b, 390b, 447b*).
Trump signal, first published reference to, 68b.
Trump signal, new use for, 408a.
Trump signal, noting, 306b.
Trump signal, responding to, 456a.
TRUMP SIGNAL TO SHOW NO MORE OF A SUIT, 458a.
TRUMP STRENGTH, SHOWING, 458a.
TRUMP SUIT, 458b.
Trump-suit leads, special, 399a.
Trump, superfluous, getting rid of a, 195a, 306a.
TRUMP, TURNING, FROM A STILL PACK, 449b.
TRUMPING A DOUBTFUL TRICK, 450a.
TRUMPING IN, 450b (*also, 480a*).
"TRUMPS," 458b (*also, 57a, 57b, 335a*).
TRUMPS, 459a.
Trumps, average number of, held by each player, 331a.
Trumps, four, five, or six small, no good plain suit, lead from, 388a.
Trumps, leading, 289a, 448b.
Trumps, leading, short, 417a.
Trumps, management of, 481a.
TRUMPS, NOT LEADING, 460a.
TRUMPS, REPEATING THE SIGNAL TO SHOW SIX, 460b.
TRUMPS, RETURNING, 461a.
Trumps, seven small, and no good plain suit, 388a.

Trumps, short-suit call for, 456b.
TRUMPS, SHOWING NUMBER OF, AFTER A SIGNAL, 461b.
TRUMPS, SHOWING NUMBER OF, BY SIGNAL, 461b.
TRUMPS, SHOWING NUMBER OF, ON ADVERSARY'S LEAD, 462a.
Trumps, uses of, 459a.
Trumps, weak, leading, 374a.
Trumps, when to call for, 456a.
Turf Club, 487a (*also, see,* "*Arlington Club*").
Turning trump. See, "*Trump Card.*"
TURN-UP, 462b.
TWELFTH CARD, 463a.
Twenty-six cards, playing, 295b.
Two cards, playing, to one trick, 318b.
Two-handed whist. See, "*Double-Dummy,*" *and* "*German Whist.*"
TWO-SPOT, 463b.
Two-spot, playing a, as a sub-echo, 410a.
TWO TRUMPS FOR ONE, 464a.

UNBLOCKING, 464a (*also, 101b, 306b, 340b, 350a, 444a*).
UNDERPLAY, 465b (*also, 204a*).
UNDERTRUMPING, 466a.
Unfair advantage, 419b.
Unfairness, intentional, how dealt with, 231b.
Unguarding and blanking, 303b.
Unintentional, infraction of laws and rules supposed to be, 232b.
Universities, whist in. See, "*Whist in Colleges and Universities.*"
University Whist Club, Chicago, 31b, 199a.
Unnecessarily high card, play of an, 90a.
UNSCIENTIFIC PLAY, 466b.
UP-AND-BACK GAME, 466b.
UP AND DOWN, 466b (*also, 384a*).
Useless cards, throwing away, 116a.
Uses of trumps, 459a.

Value of cards, trick-taking, 442b.
VALUE OF GOOD PLAY, 467a.
Value of the game, 359b.
VARIAN, S. T., 467a (*also, 511b*).
Variations in the play of a hand, 476b.
Varieties of whist, 516b.
Victoria Club, Toronto, team from, 71a.
VAUTRE, BARON DE, 467b (*also, 57b, 295b, 296a, 346a*).
VICE-TENACE, 467b.
VIENNA GRAND COUP, 467b.
VISITING TEAM, 468b.
Vivant, 252a.
VOID, 468b.
Von Moltke and his last slam, 83b.

WAGER-SMITH, MRS. ELIZABETH, 468b.
Wagers, 127b, 168b.
WAITING GAME, 469a.
Walbrook Whist Club, Baltimore, 417b, 454a.
Walker, Mrs. J. M., 523b.
Walker, W. J., 31b, 32b, 38a, 173b, 199b.
WALLACE, MRS. HENRY EDWARD, 469a (*also, 44b, 322a, 348b, 424a, 425b, 490b, 499a, 523b, 524b*).
Waller, J. L., 31b, 199a.
Waller, W., 31b, 199b.
Walls, Dr. George, 38b, 39a, 174a, 492a.
Walls, Mrs. George, 5a.
WALTON, JOHN M., 470a (*also, 31b, 32a, 522b*).
Ward, H. H., 174a.
Ware, Eugene, 321b.
Warren, Sam, 485a.
WASHINGTON TROPHY, 471a (*also, 524a*).
Washington ladies at whist, 529a.
Waterhouse, Mrs. C. S., 39a.
Waterman, Mrs. Hattie, 44b.
Watson, F. P., 58a, 68a, 336b.
Watson, W. H., 174a.
Wayne Whist Club, 39a.
Weakening the adversary, 181a.
WEAK MOVE, 471a.
WEAKNESS, 471a.
Weakness, concealing, 471b.
Weakness, exhibition of, disadvantageous, 169b, 453b, 461b, 499b.
WEAK SUIT, 471b.
Weems, R. H., 32b, 34a, 36b, 48a, 174a, 223a, 447a, 472b, 489b).
"Welsh honor, the," 177b.
WEST, 471b.
Westminster Club, 276a.
"WESTMINSTER PAPERS," 471b (*also, 169a, 275a*).
Weston, J. W., 39a.
Wetherill, Mrs. John Price, 313a, 524b.
Whallon, J. F., 31a, 199a.
Wheeler, W. H., 31b.
Wheelock, H. M., 489b.
WHEELOCK, MISS KATE, 472a (*also, 44b, 73b, 325b, 390b, 420b, 425b, 434b, 438b, 521b, 526a, 526b*).
Whelan, T. A., 34a, 173b, 199b.
When in doubt, old and new advice, 102a, 122a.
"WHISK AND SWABBERS," 476b.
WHIST, 476b.
"WHIST," 482a.
WHIST ANALYST, 483b.
Whist and old age, 420a.
WHIST: A POEM IN TWELVE CANTOS, 484a.
WHIST AS A HOME GAME, 484a.
Whist as an aid in studying law, 485a.
WHIST AS AN EDUCATOR, 484b.
Whist à trois, 274a.
Whist books. See, "*Books on Whist.*"
Whist centre of Europe, 77b.
Whist Club, the New York, 34b, 88b, 383b.
WHIST CLUBS, 486a (*also, 4b*).
Whist committee, duties of, 486a.
WHIST COMPARED WITH CHESS, 487a.
Whist, early definition of, 352a.
WHIST EDITORS, 488a.
Whist editors who favor the short-suit game, 492a.
"Whist Empress," 7b.

Whist for its own sake, 192b, 232b, 260a, 273b, 400b.
WHIST, HISTORY OF, 493a.
Whist in America, 169a, 496a.
WHIST IN ART, 500b.
Whist in Canada, 71b.
WHIST IN COLLEGES AND UNIVERSITIES, 501a.
WHIST IN FRANCE, 505a (*also*, *190a*).
WHIST IN NOVELS, 505b.
Whist in the public schools. See, "*Whist as an Educator.*"
WHIST LESSON CARDS, 506a.
Whist lessons, prices charged for, 425b.
Whist-markers, 360a.
WHIST MATCH BETWEEN WOMEN, 506b.
WHIST MATCH BY CORRESPONDENCE, 506b.
WHIST MATCH BY TELEGRAPH, 509b.
Whist, meaning of the word, 476b, 493b.
WHIST MEMORY, 510b.
Whistograph, the, 476a.
"WHISTON, PROFESSOR," 510b.
WHIST PACK, 510b.
WHIST PARTY, 511a.
WHIST PATENTS, 511a.
Whist-play, object of, 281b.
Whist played by three players, 128b.
"WHIST POPES, THE," 515b.
Whist, probabilities of, 330b.
"*Whist Queen.*" *See*, "*Wheelock, Miss Kate.*"
WHIST RECEIVED AT COURT, 515b.
Whist revival, 420b, 528b.
WHIST, SCHOOLS OF, 516a.
WHIST SEASON, THE, 516a.
WHIST SENSE, 516b.
Whist strategy. See, "*Strategy.*"
Whist unknown to Shakespeare, 366a.
WHIST, VARIETIES OF, 516b.
WHIST WITHOUT A TRUMP, 517a.
WHISTER, 517b.
White, Charles E., 512b.
White, Charles P., 492a.
White, Horatio S., 505a.
"WHITECHAPEL PLAY," 517b.
WHITFELD, WILLIAM H., 517b (*also*, *21a*, *35a*, *120a*, *145b*, *268b*, *332a*, *447a*).
Whitfeld problem. See, "*Whitfeld, W. H.*"
Whitmore, C. E., 503a.
"Who dealt?" an irregular question, 166a.
Wiley, G. P., 502b.
William III. of Germany, 83b.
Williams, Mrs. Charles, 522b, 523a.
Williams, Mrs. William J., 522a.
Wilson, F. S., 38b.
WINNING CARD, 521a.
Winning card to be returned at once, 340a.
Win on their merits, trumps, 364b.
"WIN THE REST," 521a.
Wintour, Major, 162b.
Wister, Mrs. Rodman, 471a, 523b, 524b.
Witherle, C. B., 305a.
Wolffsohn, S., 44b.
Woman's whist clubs, 4b, 5a.
Woman's whist congress, 521b.
WOMAN'S WHIST LEAGUE, 521b.
Woman's Whist League trophies, 448a.
Woman's whist tournament, first, 41b.
WOMEN AS WHIST AUTHORS, 526a.
WOMEN AS WHIST-PLAYERS, 527a.
Wood, Mrs. E. L., 509b.
Wood, J. H., 174a.
Woodward, A. H., 512a.
Wooten, J. P., 30b, 70b, 173b, 194a, 199a, 508a.
WORK, MILTON C., 531a (*also*, *13a*, *34a*, *34b*, *58b*, *135a*, *173b*, *185a*, *197b*, *199b*, *288a*, *316a*, *365a*, *372b*, *391a*, *429a*, *434a*, *442a*, *452b*, *454a*, *458a*, *461a*, *461b*, *462a*, *483b*, *488b*, *490b*, *511b*. *524a*).
Work, Mrs. Milton C., 523b.
Wright, W. N., Jr., 39a.
Wright, W. W., 344b.
Wyatville, Lady, 528a.

X, 531b.

Y, 532a.
Yale, whist at, 501a.
YARBOROUGH, 532a.
YOUNG PLAYERS, 533b.
YOUNGER HAND, 533b.

Z, 533b.
Zuckertort, 446b.

APPENDIX FOR 1899:

Containing Additional Information to date.

See page 561 for the

New Laws of Duplicate Whist.

*** It is the intention of the publishers to issue an ANNUAL APPENDIX, containing all new information, changes, etc., to the end of each year, and supply it to such subscribers who desire it at the nominal price of

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The American Whist League

Elected at the Eighth Annual Congress, held in Boston, July 11–16, 1898.

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Very truly Yours
C. Carey Smith

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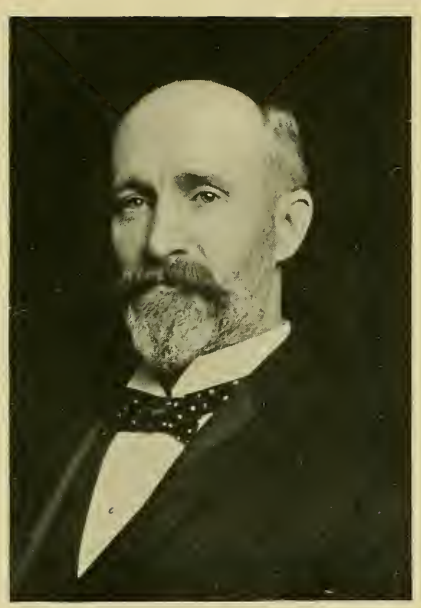

Very truly Yours
E Leroy Smith

APPENDIX TO JANUARY 1, 1899.

The Eighth American Whist Congress was called to order in the Hotel Vendome, Boston, Mass., July 11, 1898, by the president, Henry A. Mandell. In his annual address Mr. Mandell referred to the report of the Committee on System of Play as "by far the most important business that has claimed the attention of the League in recent years," adding:

"The League may properly indicate certain lines of play that we may recommend as proper to follow under *usual* and *ordinary* circumstances. One of the master theorists of whist has written: 'Whist conventions are in accordance with, and are suggested by, principle. Indeed, all established conventions of the game are so chosen as to harmonize with play that would naturally be adopted independently of convention.' It is these conventions, based upon reason and the accumulated experience of seasoned experts, that should now be promulgated by the League and recommended to beginners. We should in no wise attempt to dictate to any player that he *must* adopt any system of play, nor advance the idea that the principles recommended are infallible, for the League should sincerely encourage original investigation and warmly welcome its successful fruit. A second equally as strong reason for adopting some system of play as a standard is the aid it will give teams, competing in League contests, in defining their game. The right is now given players to inquire, at proper times, of their adversaries what system of play they follow. The difficulty of explaining in detail, in a conversation lasting but a few minutes, some well-known system, has already brought some trouble to the League by some ill-advised friends of contestants charging what happily the contestants themselves did not endorse. Without some League standard of play, as a basis of explanation of particular systems advocated, there is grave reason to fear troubles that may shake the very peace of the League."

It was resolved that the report of the Committee on System of Play be postponed for the consideration of the Ninth Congress.

The report follows:

REPORT OF THE COMMITTEE ON SYSTEM PLAY.

To the President and members of the A. W. L.

Gentlemen:—The committee appointed at the annual meeting of the American Whist League, in Brooklyn, 1896, to prepare and recommend a system of play which might be endorsed by the League at some subsequent meeting, with a view to the establishment of a uniform method of play, begs to submit herewith its report.

First of all, your committee desires to express its conviction that what is commonly known as the long-suit system at whist is the most scientific, is productive of the highest intellectual pleasure, and is the most successful in respect to trick-making. Your committee therefore recommends this system.

It recommends also that this system be initiated and carried forward by the use of the number-showing leads, the second, third and fourth-hand plays, the conventional discards and signals, all of which constitute what is commonly known as the system of American leads.

While it is true that the theory of the long-suit system should pervade every hand from the first card played until the last, it is also evident that detailed methods of carrying that system forward must, in the great majority of hands, be limited to the first two or three rounds. Reason, fortified by experience, can indicate in detail methods by which the attack should be commenced, and as well the details of the beginning of the defence or the counter attack. But after the play of the hand is fairly under way its development must, in the nature of the case, be left almost entirely to the individual judgment of the player.

A few general, and for the most part obvious, rules may be given for leading trumps, for abandoning one's suit and playing for partner's, or the reverse, for forcing or refusing to force, but the vast majority of situations after the play of the hand is commenced must be resolved by each whist-player for himself.

Your committee therefore understands that its work will be completed when it recommends a system of original leads, second, third and fourth-hand plays to such leads, return leads by partner, secondary leads, and, in addition, a system of discarding to show strength or weakness, length, command, etc. It understands also that such a recommendation is now deemed advisable because some minor, and for the most part unimportant, differences obtain among whist-players who use the long-suit system, and because it is believed that uniformity in these details would enhance alike the value and the pleasure of the game.

Your committee recommends the following system of play:

ORIGINAL LEADS.

PLAIN SUITS.

Number of cards in suit.	4	5	6	7
	Lead.	Lead.	Lead.	Lead.
Holding.	Follow.	Follow.	Follow.	Follow.
A K Q J	K J	J A	J K	J Q
A K Q	K Q	Q A	Q K	Q K
A K	K A	A K	A K	A K
A Q J	A Q	A J	A J	A J
A Q or J	4th	4th	A 4th	A 4th
A	4th	4th	A 4th	A 4th
K Q J	K J	J K	J Q	J Q
K Q	K	Q 4th	Q 4th	Q 4th
Q J 10	10 Q	10 J	10 J	10 J

Holding any other combination, fourth best.

In trumps, open as above, except as follows.

	4	5	6	7
	Lead.	Lead.	Lead.	Lead.
Holding.	Follow.	Follow.	Follow.	Follow.
A K	4th K	4th K	4th K	A K
A K J	4th K	4th K	A K	A K
A K 10	4th K	4th K	A K	A K
A Q or J	4th	4th	4th	4th
A	4th	4th	4th	4th
K Q	4th	4th	4th	4th
K Q 10	4th	4th	Q	Q

Second-Hand Plays to Original Leads.

Play low, on low card led, except as follows:

Holding A K and one or more small, play K in plain suit.

Holding K Q and one small, play Q.

Holding Q K and two or more small, play Q in plain suits.

Holding Q J and one small, play J.

Holding J 10 and one small, play 10.

Holding A Q J and one or more small, play J.

Holding A Q 10 and one or more small in plain suit:

The play of the small cards is preferable unless you want the lead, and hope by playing the 10 to hold the trick and then lead trumps or open your own suit.

If opponents have opened your only strong suit, and you are weak in trumps, and the remainder of your hand does not warrant a short lead of trumps or suit, play low.

Your partner has an even chance of winning the trick fourth hand, and he may be able from the fall of the cards to place the tenace in the suit with you. The risk of third hand winning the trick cheaply may be more than counterbalanced by the disadvantage of being left in the lead should 10 hold the trick.

K and one, play king only on 9 led in plain suits.

K and one, play king in trumps. Cover high card led, holding a fourchette.

Simply cover original lead, when holding all the winning cards, as determined by Foster's Eleven Rule, assuming the card led to be the fourth best. For example, play 10 from A K 10 on 8 led; play 8 from A Q 10 8 on 7 led, etc.

Holding A and one or more small, play A on K Q or J led, as an original lead.

Third-Hand Play.

Holding A Q alone. play A, return Q.

Holding A Q and others, play Q, return A.

Holding A K and two or more, play A, return K.

Holding other combinations, play highest card except when in sequence, then play lowest of sequence.

Holding originally three of partner's suit, return highest remaining in hand. When not compelled to play a higher card than card led, holding four or more of suit, play third best, to show four or more and to unblock.

On winning partner's original lead, or when next in the lead, return partner's suit at once, unless holding a five-card suit with at least two honors, or a four-card suit with at least three honors. The return of partner's suit becomes more imperative, if from the fall of the cards he has presumably led from a five-card suit.

Holding five of suit led originally by partner, return winner, if held, otherwise original fourth best. Always return partner's original trump lead.

Fourth hand wins the trick as cheaply as possible and opens his own suit, which is generally better play than to lead through the adversary's suit.

Holding length and strength in the adversary's suit, a trump lead is sometimes advisable from a hand that would not otherwise warrant an original lead of trumps.

Discard.

When trump strength is declared with partner, discard weakest suit.

When trumps are led by adversary discard strong suit ; discard to show command when holding A by discarding a higher and afterwards playing a lower card when the suit is led, unless obliged to play high. For example, discard 4 from A J 9 4 3 and play 3 second hand on opponent's lead, or third hand on partner's lead of Q or 10.

Ordinarily two discards from your strong suit cannot be made with safety unless you hold at least six cards in the suit.

Endeavor to protect Q twice guarded and J or 10 thrice guarded of the suit that is evidently your opponent's strong suit.

Discard preparing to show command when holding K or Q, unless cards are of such value that the discard of the third or fourth best is likely to result in loss, as K Q 10 2—four in suit.

As the first discard on adversary's lead of trumps indicates partner's strong suit, that suit should be led, particularly when holding an honor or a finessing card, and also when the size of the card discarded may indicate that he probably has command, or that the suit is likely to be established on the first round ; except when holding an established suit of your own, and in that event his suit should be led before parting with the control of your own suit. In leading to partner's suit, lead top of three or less. Lead A from four or more in the suit ; from other combinations lead same as "original plain-suit leads." After having discarded to show strong suit, or if trumps are led by adversary after you have shown your strong suit by an original lead, discard weakest suit.

Subsequent discards should be made with a view of showing command if held, as 6 from A 6 4, or preparing to show command or re-entry, as 4 from K or Q 6 4 2, so that partner may know which suit to lead should he have no more of your original strong suit.

Trump Call.

The conventional call for trumps by playing an unnecessarily high card, and afterwards a lower card, is so universally recognized as a valuable and important adjunct to the game that it requires no discussion at our hands.

Ordinarily the call for trumps should be made when the hand is sufficiently strong to have led trumps from as an original lead, except when holding five small trumps. In that case it is obviously better to wait and lead them yourself, thereby perhaps enabling partner to win with an honor that would otherwise be sacrificed in respondiug to a call.

Holding four or more trumps, signal in plain suit, if partner has called for trumps, and neither of you has been in to lead them, otherwise he would infer that you hold three trumps or less.

Trumps.

Lead from five or more trumps, regardless of their size or your strength in plain suits. This is not intended to be inviolable, as there are exceptional hands when any good player's judgment will dictate a different line of play; but for the majority of hands having the original lead, and five or more trumps, the trump lead is recommended.

Four small trumps and no suit is a speculative hand, and the trump is likely to be the best lead. With four trumps and a four-card plain suit, and weak side suits, lead the plain suit.

On Partner's Original Lead of Trumps.

When not compelled to play higher than card led, holding four trumps, play third best and follow with fourth best.

With five or more trumps, play third best, then fourth best, holding up the small card or cards.

Holding three or less, play lowest.

Holding four or more trumps, some of which are in sequence, as 10, 9, 8, 3, play 10 and then 9, whether obliged to play higher than card led or not. On partner's low trump led, holding four or more trumps, including the turned trump, and one or more in sequence above the turned trump, as Q J 6 4 (J turned), play Q to show immediately that you have four or more.

Holding K Q and two or three trumps and cards of immediate re-entry in suit, play K on partner's low trump led, and return Q if K holds the trick, or when next in the lead.

Without cards of re-entry in suit, the play of K, if won by A, might deter partner from going on with the trumps if he has led from four, as he would be likely to place Q with opponents.

Return of Partner's Original Trump Lead.

Return winner, if held.

Return highest if you held three or less originally.

Lowest if you held exactly four.

And original fourth best, if you held five or more.

When forced, holding five trumps, trump with fifth best and lead fourth best, if hand warrants trump lead.

Holding six trumps, trump with fifth best and lead fourth best, holding up sixth best, except from high card combinations, then lead accordingly.

Holding four trumps, trump with third best, except when it is a relatively high card, as 10 from K Q 10 3.

If partner forces again, trump with fourth best, or if he leads trumps, and you are unable to hold the trick, play fourth best, or, if you hold the trick, return fourth best. Should opponents lead trumps and your partner hold the trick second hand, and is marked with a losing card in adversaries' suit that you can trump, play fourth best. Should opponents lead trumps, play second best second hand, and second best fourth hand, if they hold the trick, holding up fourth best until later.

Leading Trumps on Partner's Call.

Lead top of three or less.

Lead A regardless of number and follow with original fourth best.

Lead from other combinations same as "original leads."

Trumping in and Leading on Partner's Call.

With four trumps, trump with third best, and lead top of remaining cards, if it be an honor or a finessing card, and play fourth best later. Holding four small trumps, trump with third best and lead fourth best.

With five trumps, trump with fourth best, lead fifth best; with ace, trump with fourth best, lead A, then fifth best; with six trumps, trump with fourth best, lead fifth best, holding up sixth best; with ace, trump with fourth best, lead A, then fifth best, holding up sixth best. Except when holding high card combination, then lead accordingly.

The false card lead, as a signal to come "through the honor turned," should be promptly obeyed by partner. This lead should not be made, however, without such combination as A J 10 and others, or A Q 10 and others, against the K turned, or K J 9 or 10 and others against the Q turned.

Holding a weak combination like A 9 or 8 6 4 3, against the K or Q turned, it is apparent that little could be gained by this signal, as you might be obliged to part with your high trump on first round, leaving the commanding trumps against you.

Optional Call for Trumps.

With four or more trumps and three or four cards of indifferent value in plain suit, play second best of the three and third best of the four, that you may be in a position to call for trumps should the development of the hand warrant. This call need not be construed by partner as an imperative command to lead the trump, but as indicating trump strength and a willingness to have them led, and if partner has an established suit or a long suit that there is a reasonable chance of making, he should venture a trump lead.

Changing Suit.

Avoid changing suits.

It is better to stick to your own suit until you have information as to partner's suit, and good reason to believe that it is better than yours. Many tricks are lost by "switching" and valuable re-entry cards are killed or taken out of partner's hand, without benefiting yours, but with a long, weak suit and weakness in trumps and lack of probable re-entry in side suits, it is frequently advisable to try for partner's suit, rather than persist in your own suit, when subsequent leads will force partner without establishing the suit. Without information as to partner's suit, and when obliged to change the suit, secondary leads should be made from your next best suit, leading low from four and from A and two small and high from K Q and one, and Q J and one and J and one or two.

Forcing Partner.

Refrain from forcing partner, when you are weak in trumps, except: first,

when he has shown a willingness to be forced, as by trumping a doubtful trick, second hand; or, second, when opponents are leading or calling for trumps and your partner has shown no strength in suit or trumps—while the adversaries apparently have an established suit, and sufficient trump strength to bring it in.

If partner has called for trumps, or led them after a force, and you are also strong in trumps, holding four or more, it is usually better to respond to his call, or return his trump lead, rather than force him again before having had one or two rounds of trumps. If partner passes a doubtful trick second hand, thereby showing four or more trumps, do not force him. If he discards a low card, and your own hand does not warrant the trump lead on account of weakness in trumps and in the suit he discards, lead the suit he is evidently strong in.

On a high card discarded by partner, lead trumps, even if weak in trumps, provided you have some strength in the suit he discards. If partner refuses to trump adversary's winning trick, do not force him: lead trumps.

Command on Third Round Signal.

When trumps are out, or the remaining trumps are marked with adversaries or partner holding combinations like Q and two more in suit, play second best and then third best, to show command on third round. Holding the losing trump and two cards in plain suit, the remaining trumps being marked with adversaries, or with partner, the adversaries being declared out of trumps, the same signal may be given, asking partner to come with the third round of the suit.

Holding K and two others with trumps out or the remaining trumps marked with adversaries or partner, play second best on ace led, holding up the small card to show command and winner.

False card play is a part of the strategy of the game. Whether to indulge in it or not, and to what extent, is a matter for the individual judgment of the player. It is often judicious, and it frequently works both ways.

Respectfully submitted,
GEORGE W. KEEHN, Chairman,
E. A. BUFFINTON,
H. S. STEVENS,
Committee on System of Play.

A resolution was adopted empowering the Executive Committee of the League to

"provide for the payment of an entrance fee from the clubs, teams, or players contesting in any of the matches held hereafter under its auspices during the meeting of a Congress."

The report of the Committee on Laws having been presented, the following resolution was unanimously adopted:

"That the report of the Committee on Laws be, and the same hereby is accepted, and that the Code of Laws of Duplicate Whist, as reported by said Committee and published in the supplement of *Whist* of July 15, 1898, be, and the same hereby is adopted in the place of the present Code of Laws of Duplicate Whist; and that the committee be, and hereby is, continued and directed to make further report as to any changes in said Code they may deem advisable at the Ninth American Whist Congress."

Report of the Committee on Laws:

THE LAWS OF DUPLICATE WHIST.

Law I.—Definitions.

SECTION 1.—The words and phrases used in these laws shall be construed in accordance with the following definitions, unless such construction is inconsistent with the context:

Hand.—The thirteen cards received by any one player are termed a "hand."

Deal.—The four hands into which a pack is distributed for play are termed a "deal;" the same term is also used to designate the act of distributing the cards to the players.

Tray.—A "tray" is a device for retaining the hands of a deal and indicating the order of playing them.

Dealer.—The player who is entitled to the trump card is termed the "dealer," whether the cards have or have not been dealt by him.

Original Play and Overplay.—The first play of a deal is termed "the original play," the second or any subsequent play of such deal, the "overplay."

Duplicate Whist.—"Duplicate Whist" is that form of the game of whist in which each deal is played once only by each player, but in which each is so overplayed as to bring the play of teams, pairs or individuals into comparison.

Renounce—Renounce in Error—Revoke.—A player "renounces" when he does not follow suit to the card led; he "renounces in error" when, although holding one or more cards of the suit

led, he plays a card of a different suit; if such renounce in error is not lawfully corrected, it constitutes a "revoke."

Trick "Turned and Quitted."—A trick is "turned and quitted" when all four players have turned and quitted their respective cards.

Law 2.—Formation of Teams and Arrangement of Players.

SECTION 1. The contesting teams must each consist of the same number of players. They may be formed and seated at tables as determined by agreement, lot or otherwise, and the positions of the players at the table shall be designated as "North," "East," "South" and "West."

Law 3.—Shuffling.

SECTION 1. Before the cards are dealt they must be shuffled in the presence of an adversary or the umpire. Each player has the right to shuffle them once before each deal, each new deal, and each new cut. In all cases the dealer may shuffle last.

SEC. 2. **Right to Re-shuffle.**—The pack must not be so shuffled as to expose the face of any card, and if a card is so exposed each of the players has the right to re-shuffle the pack.

Law 4.—Cutting for the Trump.

SECTION 1. The dealer must present the cards to his right-hand adversary to be cut; such adversary must take from the top of the pack at least four cards and place them towards the dealer, leaving at least four cards in the remaining packet; the dealer must re-unite the packets by placing the one not removed in cutting upon the other. If, in cutting, or re-uniting the separate packets, a card is exposed, the pack must be re-shuffled and cut again; if there is any confusion of the cards or doubt as to the place where the pack was separated, there must be a new cut.

Law 5.—Dealing.

SECTION 1. When the pack has been properly cut and re-united, the cards must be dealt, one at a time, face down, from the top of the pack, the first to the player at the left of the dealer, and each successive card to the player at the left of the one to whom the last preceding card has been dealt. The last, which is the trump card, must be turned and placed face up on the tray, or, if no tray is used, then at the right of the dealer.

SEC. 2. **Compulsory New Deal.**—There must be a new deal—

(A) If any card except the last is faced or exposed in any way in dealing.

(B) If the pack is proved incorrect or imperfect.

(C) If either more or less than thirteen cards are dealt to any player.

(D) If the dealer's hand does not contain the trump card.

SEC. 3. **New Deal on Request.**—There must be a new deal at the request of either player, provided such request is made by him before he has examined his cards—

(A) If the cards are dealt by any person other than the dealer.

(B) If the pack has not been properly cut.

(C) If a card is dealt incorrectly, and the error is not corrected before another card is dealt.

(D) If the trump card is placed face down upon any other card.

Law 6.—The Trump Card.

SECTION 1. **Trump Slip on Original Deal.**—The trump card and the number of the deal must be recorded before the play begins, on a slip provided for that purpose, and must not be elsewhere recorded. Such slip must be shown to an adversary, then turned face down and placed in the tray, if one is used.

SEC. 2. **When to take up the Trump Card.**—The dealer must leave the trump card face up until the first trick is turned and quitted, unless it is played to such trick. He must take the trump card into his hand and turn down the trump slip before the second trick is turned and quitted.

SEC. 3. **On the Overplay.**—When a deal is taken up for overplay the dealer must show the trump slip to an adversary, and thereafter treat the trump slip and trump card as in the case of an original deal. (See Law 6, Sec. 1.)

SEC. 4. **Naming Trump or Examining Slip.**—After the trump card has been lawfully taken into the hand, and the trump slip turned face down, the trump card must not be named nor the trump slip examined during the play of the deal; a player may, however, ask what the trump suit is.

SEC. 5. **Penalty.**—If a player unlawfully looks at the trump slip his highest or lowest trump may be called; if a player unlawfully names the trump card his partner's highest or lowest trump may be called.

SEC. 6. **Inflicting Penalty.**—These penalties can be inflicted by either adversary at any time during the play of the deal in which they are incurred, before the player from whom the call can be made has played to the current trick; the call may be repeated at each or any

trick until the card is played, but cannot be changed.

SEC. 7. **After Deal has been Played.**—When a deal has been played the cards of the respective players, including the trump card, must be placed in the tray face down, and the trump slip placed face up on top of the dealer's cards.

SEC. 8. **Turning the Wrong Trump.**—If, on the overplay of a deal, a trump card is turned other than the one recorded on the trump slip, and such error is discovered and corrected before the play of the deal is commenced, the card turned in error is liable to be called.

SEC. 9. **Penalty.**—If such error is not corrected until after the overplay has begun, and more than two tables are engaged in play the offender and his partner shall be given the lowest score made with their hands on that deal at any table; if less than three tables are engaged the offender's adversaries may consult, and shall have the option either to score the deal as a tie or to have the pack re-dealt, and such new deal played and overplayed.

SEC. 10. **Recording Wrong Trump—Penalty.**—Should a player, after the cards are dealt, record on the trump slip a different trump from the one turned in dealing, and the error be discovered at the next table, there must be a new deal; if the deal has been played at one or more tables with the wrong trump the recorded trump must be taken as correct, and the pair of the player making the error be given the lowest score for that deal. If, however, less than three tables are in play there must be a new deal.

Law 7.—Irregularities in the Hands.

SECTION 1. **More or Less than Correct Number of Cards—Penalty.**—In case a player on the overplay is found to have either more or less than his correct number of cards, if less than three tables are engaged, there must be a new deal; but if more than two tables are in play, the hands must be rectified and then passed to the next table. The table at which the error was discovered must not overplay the deal, but shall take the average score.

SEC. 2. **Cards Left in the Tray.**—If, after the first trick has been turned and quitted, a player is found to have less than his correct number of cards, and the missing card or cards are found in the tray, such player and his partner shall be given the lowest score on that deal.

Law 8.—Playing, Turning and Quitting the Cards.

SECTION 1. **Playing the Cards.**—Each player, when it is his turn to play, must place his card face up before him, and towards the centre of the table, and allow it to remain upon the table in this position until all have played to the trick, when he must turn it over and place it face down, and nearer to himself, placing each successive card, as he turns it, so that it overlaps the last card played by him and with the ends toward the winners of the trick. After he has played his card, and also after he has turned it, he must quit it by moving his haud.

SEC. 2. **After Cards are Played.**—The cards must be left in the order in which they were played and quitted, until the scores for the deal are recorded.

SEC. 3. **Turning Another's Card.**—During the play of a deal a player must not pick up or turn another player's cards.

SEC. 4. **Asking to See the Last Cards Played.**—Before a trick is turned and quitted, any player may require any of the other players to show the face of the card played to that trick.

SEC. 5. **Trick Once Turned and Quitted.**—If a player names a card of a trick which has been turned and quitted, or turns or raises any such card so that any such portion of its face can be seen by himself or any other player, he is liable to the same penalty as if he had led out of turn.

Law 9.—Cards Liable to be Called.

SECTION 1. The following cards are liable to be called:

(A) Every card so placed upon the table as to expose any of the printing on its face, except such cards as these laws specifically provide shall not be so liable.

(B) Every card so held by a player that his partner sees any of the printing on its face.

(C) Every card (except the trump card) named by the player holding it.

(D) The trump card, if it is not taken into the dealer's hand, and the trump slip turned face down before the second trick is turned and quitted.

SEC. 2. **"I can win the rest," etc.**—If a player says, "I can win the rest," "The rest are ours," "It makes no difference how you play," or words to that effect, his partner's cards must be laid face up on the table, and are liable to be called.

SEC. 3.—**Where to Place and when to Play Cards Liable to be Called.**—All cards liable to be called must be

placed and left until played face up on the table. A player must lead or play them when lawfully called, provided he can do so without revoking; the call may be repeated at each or any trick until the card is played. A player cannot, however, be prevented from leading or playing a card liable to be called; if he can get rid of it in the course of play no penalty remains.

SEC. 4. **By Whom and when Cards Can be Called.**—The holder of a card liable to be called can be required to play it only by the adversary on his right. If such adversary plays without calling it the holder may play to that trick as he pleases; if it is the holder's turn to lead, the card must be called before the preceding trick has been turned and quitted, or before the holder has led a different card; otherwise he may lead as he pleases.

Law 10.—Leading Out of Turn.

SECTION 1. **Penalty Lost.**—If a player leads out of turn, and the error is discovered before all have played to such lead, a suit may be called from him or from his partner, as the case may be; the first time thereafter it is the right of either of them to lead; but the card led out of turn is not liable to be called, and must be taken into the hand. The penalty can be enforced only by the adversary on the right of the one from whom a lead can lawfully be called. If all have played to the false lead, the right to the penalty is lost; if one or more, but not all, have played to the trick, the cards played to such false lead must be taken back and are not liable to be called.

SEC. 2. **When it is an Adversary's Turn to Lead.**—If a player leads when it is the turn of an adversary to lead, the right to call a suit is lost, unless the player having the right to inflict the penalty announces the suit he desires led before the first trick thereafter won by the offender or his partner is turned and quitted.

SEC. 3. **When it is Partner's Turn to Lead.**—If a player leads when it is his partner's turn the proper leader must not lead until a suit has been lawfully called or the right to inflict the penalty has been waived or forfeited by his adversaries. If any one leads while liable to this penalty the card so led is liable to be called; but if either adversary plays to such lead the right to call a suit is lost.

SEC. 4. **Penalty Paid.**—If a player, when called on to lead a suit, has none of it, the penalty is paid and he may lead as he pleases.

Law 11.—Playing out of Turn.—

SECTION 1. If the third hand plays before the second, the fourth hand also may play before the second.

SEC. 2. If the third hand has not played and the fourth hand plays before the second, the latter may be called upon by the third hand to play his highest or lowest card of the suit led, or, if he has none of it, to trump or not to trump the trick; the penalty cannot be inflicted after the third hand has played to the trick. If the player liable to this penalty plays before it has been inflicted, waived or lost, the card so played is liable to be called.

Law 12.—The Revoke.

SECTION 1. **Revoke Established.**—A renounce in error may be corrected by the player making it, except in the following cases, in which a revoke is established and the penalty therefore incurred:

(A) When the trick in which it occurs has been turned and quitted;

(B) When the renouncing player or his partner, whether in his right turn or otherwise, has led or played to the following trick;

(C) When the partner of the renouncing player has called attention to the renounce.

SEC. 2. **Asking Adversary if he Renounced.**—At any time before a trick is turned and quitted, a player may ask an adversary if he has any of a suit to which such adversary has renounced in that trick, and can require the error to be corrected in case such adversary is found to have any of such suit.

SEC. 3. **Correcting Renounce.**—If a player who has renounced in error lawfully corrects his mistake, the card improperly played by him is liable to be called; any player who has played after him may withdraw his card and substitute another; a card so withdrawn is not liable to be called.

SEC. 4. **Penalty for Revoke.**—The penalty for a revoke is the transfer of two tricks from the revoking side to their adversaries; it can be enforced for as many revokes as occur during the play of that deal, but is limited to the number of tricks won by the offending side; no pair, however, can score more than thirteen on the play of any one deal. The revoking player and his partner cannot score more than the average on the deal in which the revoke occurs.

SEC. 5. **Claiming Revoke.**—A revoke may be claimed at any time before the last trick of the deal in which it occurs has been turned and quitted and the score recorded, but not thereafter.

SEC. 6. **Examining Hands for Revoke.**—At the end of the play of a deal, the claimants of a revoke can examine all the cards; if either hand has been shuffled, the claim may be urged and proved if possible; but no proof is necessary and the revoke is established, if, after it has been claimed, the accused player or his partner disturbs the order of the cards before they have been examined to the satisfaction of the adversaries.

Law 13.—Miscellaneous.

SECTION 1. **Calling Attention to Trick.**—If any one calls attention in any manner to the trick, before his partner has played thereto, the adversary last to play to the trick may require the offender's partner to play his highest or lowest of the suit led, or, if he has none of that suit, to trump or not to trump the trick.

SEC. 2. **Reminding Partner as to Penalty.**—A player has the right to remind his partner that it is his privilege to enforce a penalty, and also to inform him of the penalty he can enforce.

SEC. 3. **Preventing Commission of Irregularity.**—A player has the right to prevent his partner from committing any irregularity, except revoking.

SEC. 4. **Enforcing Penalties.**—If either of the adversaries, whether with or without his partner's consent, demands or waives a penalty to which they are entitled, such decision is final; if the wrong adversary demands a penalty, or a wrong penalty is demanded, none can be enforced.

SEC. 5. **Failing to Comply with Call.**—If a player is lawfully called upon to play the highest or the lowest of a suit, to trump or not to trump a trick, to lead a suit, or to win a trick, and unnecessarily fails to comply, he is liable to the same penalty as if he had revoked.

SEC. 6. **Playing Twice in Succession.**—If any one leads or plays a card, and then, before his partner has played to the trick, leads one or more other cards, or plays two or more cards together, all of which are better than any his adversaries hold of the suit, his partner may be called upon by either adversary to win the first or any subsequent trick to which any of said cards are played, and the remaining cards so played are liable to be called.

P. J. TORMEY, Chairman,
San Francisco, Cal.
THEODORE SCHWARZ,
Chicago, Ill.
ROBERT H. WEEMS,
Brooklyn, N. Y.
LEONI MELICK,
Philadelphia, Pa.
WILBUR F. SMITH,
Baltimore, Md.
N. B. TRIST,
New Orleans, La.
JOHN T. MITCHELL,
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E. LEROY SMITH,
Albany, N. Y.
WALTER H. BARNEY,
Providence, R. I.
BENJAMIN L. RICHARDS,
Rock Rapids, Iowa.
Committee on Laws of the American Whist League.

The Corresponding Secretary in his report stated:

"At the beginning of the past whist year we had a membership of 158 club, four auxiliary associations, thirty-three associate members and five honorary members, a decrease of twenty-five clubs and a decrease of one associate member.

"The clubs which have withdrawn since the Seventh Congress are . . a total of seventeen. Those which have been dropped from the rolls on account of having disbanded, two. Those suspended, a total of seventeen. The new club members are: Grand Rapids Whist Club; Sioux City Whist, Chess and Checker Club; Pyramid Whist Club; New Rochelle Whist Club; Topeka Whist Club; Passaic Whist Club; Mt. Bowdoin Whist Club; Newport Business Men's Association; Jackson City Club; Alter Ego Club; Woburn Whist Club—a total of eleven.

"The strength of the League may better be realized by looking at the following figures representing persons holding direct allegiance:

	Clubs.	Whist Players.	Total Membership.
Independent Whist Clubs	62	3,683	3,683
Chess and Whist Clubs	9	697	1,457
Social and Athletic Clubs	62	3,558	18,559
Auxiliary Association Clubs not Members of the A. W. L.	31	3,610	4,828
Totals	164	11,548	28,527
Associate Members			32
Honorary Members			5
Grand Total			28,564

"But that is not all the story. There are throughout the land whist associations that are not members of the A. W. L. as such, but are governed by its rules and laws. They should be enumerated and taken in account, in consideration of the hold that the game has upon our nation. They are:

Name of Association.	No. of Clubs.	Membership.
Central Whist Association	15	500
Indiana " "	12	316
Michigan " "	11	607
Missouri " "	8	627
Nebraska " "	4	345
Nor. Pac. " "	23	1697
Northw'n " "	8	377
Ohio " "	8	748
Pac. Coast " "	13	1177
Red River " "	7	156
Tennessee " "	6	190
Up. Penin. " "	9	236
Wisconsin " "	4	141
Total	128	7117
Of the above there are having A. W. L. charters	38	3011
Leaving to be added to above mentioned strength of the game	90	4106
Or a grand total of organized whist-players following the laws and rules of the A.W. L., amounting to		32,670

The following officers were unanimously elected:

President, E. LeRoy Smith, Albany, N. Y.

Vice-President, B. L. Richards, Rock Rapids, Ia.

Recording Secretary, Clarence A. Henriques, New York City.

Corresponding Secretary, L. G. Parker, Toledo, O.

Treasurer, John T. Mitchell, Chicago, Ill.

Directors, three years. — Hon. George L. Bunn, St. Paul, Minn.; E. C. Fletcher, West Newton, Mass.; Joseph S. Neff, Philadelphia, Pa.; J. Eberhard Faber, Staten Island, N. Y.

Director, one year.—William E. Talcott, Cleveland, O.

In the tournament the winners of the trophies were as follows:

THE HAMILTON TROPHY.

The American Whist Club, of Boston.

Players.—L. M. Bouvé, W. S. Fenollosa, F. H. Whitney, H. P. Perkins, E. C. Fletcher (the last two alternating).

THE MINNEAPOLIS TROPHY.

The Newton Club, of Newton, Mass.

Players.—F. W. Richardson, W. E. Hickox.

THE A. W. L. CHALLENGE TROPHY.

The American Whist Club, of Boston.

Players.—C. L. Becker, H. H. Ward, C. S. Street, H. P. Perkins, E. C. Fletcher (the last two alternating).

THE BROOKLYN TROPHY.

The New York State Whist Association.

Players.—E. L. Smith, A. Rathbone, R. M. Cramer, A. Gilhooley, A. E. Taylor, J. B. Elwell, B. Shire, I. M. Levy, J. E. Faber, H. B. Newman, D. Muhlfelder, C. F. Snow, C. R. Watson, B. C. Fuller, William Hudson, M. Shire.

Woman's Whist League, Second Annual Congress.—The convention was held in the Horticultural Hall, Philadelphia, May 26, 27, and 28, 1898, and was attended by about five hundred delegates. From every point of view the gathering was more successful than that of the previous year.

In the tournament, entries were numerous for all the principal events, and the play of an exceptionally high order.

The Washington Trophy, representative of the championship of

"fours," resulted in a tie on match scores between two "Cavendish" clubs, those of Boston and Philadelphia, the former winning the prize, however, on the trick score. The teams were as follows: "Cavendish" Club of Boston, Mesdames Fletcher, Adams, Talbot and Andrews. "Cavendish" Club of Philadelphia, Mesdames Pettit, Rogers, Newbold and Lowrie.

The Toledo Cup, presented by the Collingwood Club, of Toledo, for contest between teams of four, was played for upon this occasion for the first time. It fell to Mesdames Cohen, Hart, Fleming and Cannon.

The Philadelphia Cup, the emblem of the pair championship, was won by Mrs. Baird Snyder and Miss Edith Snyder, of the Otis Club, of Pottsville, Pa.

The following officers were elected for the ensuing year:

President—Mrs. Joseph R. Hawley, Hartford, Conn.

First Vice-President—Mrs. Clarence Brown, Toledo, O.

Second Vice-President — Mrs. Waldo Adams, Boston.

Secretary—Mrs. O. D. Thompson, Allegheny City, Pa.

Treasurer—Mrs. Silas W. Pettit, Philadelphia.

Governors—Mrs. Emlen T. Littell, New York; Mrs. C. H. Reeves, Baltimore; Mrs. J. P. Wetherill, Philadelphia; Mrs. J. M. Walker, Denver; Mrs. O. W. Potter, Chicago; Mrs. Henry E. Waterman, St. Louis; Mrs. William Endicott, Boston, (who subsequently resigned, Miss Kate Wheelock being elected her successor); Mrs. George E. Bates, San Francisco; Miss Susan D. Biddle, Detroit; Mde. de Sibour, Washington, D. C.; Mrs. J. M. McConnell, Brooklyn, and Mrs. Lucien Swift, Minneapolis.

In her address to the Congress Mrs. Andrews, the retiring president, referring to the Woman's Whist League, said:

> Geographically it extends from the Upper St. Lawrence to the Gulf of Mexico, and from the Atlantic to the Pacific. It has fifty-nine clubs with 2500 members, twenty clubs being in this State and seven in New York—thus Pennsylvania is the banner State.

Woman's Metropolitan Whist Association.—At a meeting of representatives of the leading women's whist clubs, situated within a twenty mile radius of Brooklyn Bridge, held in the city of New York, June 2, 1898, an association was formed "for the purpose of encouraging the study and practice of whist" among the women players of the metropolitan district. The proposition, which emanated from Mrs. H. E. Wallace, met with enthusiastic acceptance. Organization was effected and arrangements made for a series of interclub matches.

The following officers were elected:

Mrs. H. E. Wallace, Staten Island, president; Mrs. Breckenridge, Brooklyn, first vice-president; Mrs. F. H. Johnson, New York, second vice-president; Miss Inez Coleman, Bergen Point, secretary, and Mrs. T. E. Otis, East Orange, treasurer. The other directors now are: Mrs. Alfred Cowles, New York; Mrs. E. S. Gaillard, New York, and Mrs. William Townsend, Bayonne.

A list of the clubs included in the Association, and their representatives, follows:

The Woman's Club, of Brooklyn. — President, Mrs. Breckenridge; Delegate, Mrs. J. M. McConnell. Bergen Point — President, Mrs. A. A. Smith; Delegate, Miss Inez Coleman. Ladies' New York Whist Club—President, Mrs. M. F. Johnson; Delegate, Miss Martha

Campbell. New Amsterdam — President, Mrs. Alfred Cowles; Delegate, Mrs. George H. Bosley. Long Island — President, Mrs. Irish; Delegate, Miss Rutherford. Otis Club, of East Orange—President, Mrs. T. E. Otis; Delegate, Miss Cameron. Southern Club—President, Mrs. Galliard; Delegate, Mrs. William Read. Bayonne—President, Mrs. Townsend; Delegate, Mrs. Burritt. Kate Wheelock, Staten Island—President, Mrs. H. E. Wallace; Delegate, Mrs. Sidney F. Rawson. Delegations not empowered to act for their clubs were: Yonkers — President, Mrs. Ten Eyck; Delegate, Mrs. Rockwell. Newark—President, Mrs. Chapman; Delegate, Mrs. Howarth. Jersey City — President, Mrs. Eveland; Delegate, Mrs. Ballou.

Canadian Whist League.—At the third congress, Toronto, July 21–23, 1898, occurred the first international whist match, although it was of an informal character. About a dozen American players, on their way home from the American Whist Congress, called on the Canadians and were cordially received. Among them were L. G. Parker, corresponding secretary of the A. W. L.; E. B. Cooper, Nashville, and Moses and B. Shire, of Buffalo, the latter two members of the team which had just won the Brooklyn trophy.

The Canadians selected Athenæum (B) team, which had tied for the Canadian championship at this congress, to play against the Americans. The latter won by three tricks. The Canadian players were: C. H. Fuller, E. Corlett, T. D. Richardson, and H. J. Coleman.

In the pair contest, M. Shire and E. B. Cooper also carried off the victory, beating A. H. Barnes and G. C. Biggar, of the Victoria Club, Toronto, by seven tricks.

The American Whist-Player.—A monthly periodical, edited and published in Boston, by W. E. Hickox. The first issue of the *American Whist-Player* appeared in July, 1898. It is conducted upon general lines much after the manner of *Whist*, of Milwaukee. Mr. Hickox is an accomplished whist-player. At the eighth congress of the American Whist League he was one of the winners of the Minneapolis trophy.

Whist Opinion.—A weekly journal published in Philadelphia, edited by Lennard Leigh. The chief feature of the paper is the reproduction of selected matter from the various periodicals devoting space to whist. It also contains news of the game, portraits of whist celebrities, articles for beginners, problems and other interesting matter. It was successfully launched in March, 1898.

B. Lowsley, of London, Lieutenant-Colonel Royal Engineers (retired), is the author of "Whist of the Future," which left the press in the early part of 1898, and has since created a great deal of interest. The writer, who is an able exponent of the short-suit, or "common sense" theory, advances several novel arguments worthy of consideration. Colonel Lowsley is a frequent contributor to *Whist*.

Lennard Leigh.—The *nom de plume* of C. H. F. Lindsay, whose entrance upon the field of whist literature is of comparatively recent date. In addition to editing *Whist Opinion* he contributes regularly to four or five daily and weekly journals. Lennard Leigh's articles and *vers du jeu*, as he styles them, are widely quoted.

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